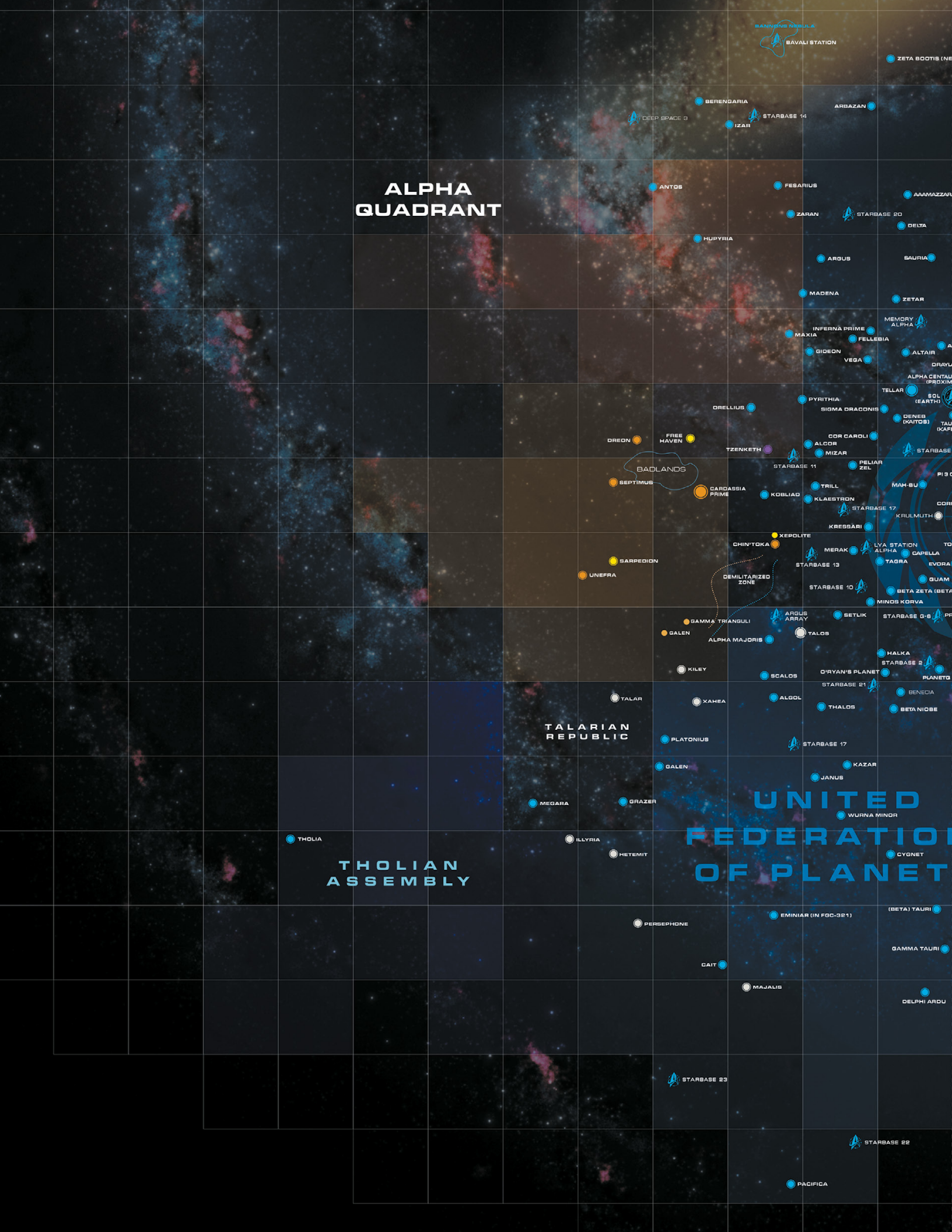
STAR TREK™
ADVENTURES
THE ROLEPLAYING GAME
Second Edition Core Rulebook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ORELLIUS
SIGMA DRACONIS
DENEB (KAITOS)
FREE HAVEN
DREON
COR CAROLI
ALCOR
TZENKETH
MIZAR
STARBASE
STARBASE 11
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ARGUS ARRAY
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STARBASE 22
PACIFICA

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NEUTRAL ZONE
NEUTRAL ZONE
KLINGON EMPIRE
GORN HEGEMONY
SHACKLETON EXPANSE
R'ONGOVIAN PROTECTORATE
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MEMPA SECTOR
ARCHANIS SECTOR
QO'NOS SECTOR
GARIMAN SECTOR
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PAULSON NEBULA
RHAANDAR
IVOR
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BATTLE OF THE BINARY STARS
NORKAN
DEEP SPACE 4
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ZAKDORN
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GARADIUS
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MEMPA
TURKANA
DOCTARI ALPHA
MORSKA
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KORVAT
HROMI CLUSTER
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KANTARE
AJILON
PROSPERO
RURA PENTHE
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KLINGON
ROMULAN
CARDASSIAN
R'ONGOVIAN
DUAL ADMIN
UNALIGNED
ALPHA QUADRANT
UFP POLITICAL DIVISION
SECTOR 01 SECTOR NAME
CHANTICO NEBULA / CLUSTER
STARS
BINARY
TRINARY
QUATERNARY
SUPER NOVA / QUASAR
BLACK-HOLE / SINGULARITY
NEUTRON STAR / PULSAR
OTHER
STARBASE
OUTPOST
ROGUE PLANET
COMET
WARNING BUOY

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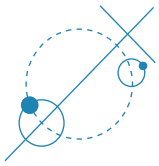

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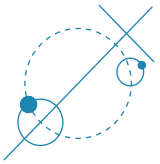
.:FOREWORD

CLEAR ALL MOORINGS



STAR TREK CAPTURED MY IMAGINATION AT A YOUNG age and never let go.

I was hooked while watching reruns of the original series on a little black and white portable television, the kind with one cheap aerial I had to rotate around to get a decent signal. Fortunately, modern viewers have better and more stable options to use to watch the many series and movies comprising the franchise!

I soon started playing roleplaying games and discovered they were a powerful means to tell amazing stories with my friends. We played a lot of different RPGs, eager to try out different genres and game systems. We alternately played as epic fantasy heroes, rustlers and roustabouts, four-color superheroes, pulp science fiction traders, war-hardened soldiers, Starfleet officers, and more.

Over time, I realized *Star Trek* as a universe could contain everything I wanted to explore in a tabletop roleplaying game with my friends. Every story genre can be explored within the *Star Trek* framework: mystery, *noir* thriller, romance, horror, action/adventure, drama, political intrigue, broad and subtle comedy, war, even the occasional musical. The possibilities are endless.

That brings us to ***Star Trek Adventures***. In 2017, Modiphius released the first edition to critical acclaim. Since then, we've expanded the game line as the franchise expanded, with the addition of *Star Trek: Discovery*, *Star Trek: Picard*, and the other series that followed. We got smarter about how to develop and present mechanics, player tools, and storytelling advice. We calibrated the focus even more on *Star Trek*-style storytelling and on the power of roleplaying games as diverse community-builders and a means to create meaningful shared experiences in a safe space.

What you have in your hands is the culmination of over eight years of learning and experimenting with the first edition and other 2d20 System games, along with countless decades of storytelling experience and pure *Star Trek* love combined across the entire ***Star Trek Adventures*** team. Like Scotty and his team of engineers, we've made a few tweaks here and there to enhance gameplay, but you'll find the game is very similar to what it's been from the beginning. I hope you'll find the second edition to be even easier to learn and to teach, and that you and your group can use it to create some of the most meaningful and exciting game experiences you've ever had together.

Thank you for your support of ***Star Trek Adventures***. It's been a long road getting from there to here, and we couldn't have made the trip without you and your steadfast support. Very special thanks to all the playtesters of both editions, to Christoffer Lundberg and B.C. Holmes, to everyone who's contributed to the line, and to all the fans who offer feedback, support other players, run the game at local stores and conventions all around the world, and grow the game organically every day.

Now, take this book, gather your friends, create your crew and starship, and go create amazing *Star Trek* stories together. To paraphrase Captain Christopher Pike: *Have a little fun along the way. Make some noise. Ruffle a few feathers.*

And, whatever you do, **do it boldly**.

- JIM JOHNSON,
STAR TREK ADVENTURES
PROJECT MANAGER

A UNIVERSE OF POSSIBILITIES

"...TO BOLDLY GO WHERE NO ONE HAS GONE BEFORE."
- FROM STARFLEET'S MANDATE

FOR NEARLY 60 YEARS AND ACROSS 11 television series, 13 feature films, and countless other forms of narrative, from novels to comic books to games of all types, *Star Trek* has delighted audiences worldwide with its **science fiction storytelling set in an optimistic future laced with hope, adventure, drama, and wonder.** From its conception by creator Gene Roddenberry as *"Wagon Train* to the stars*"* (a Western series that focused on a recurring cast exploring the frontier together) to its current life in many active productions, *Star Trek* stands unique among science fiction media properties, presenting a comprehensive and consistent setting in which virtually every story genre and type of character can find a home.

Welcome to the ***Star Trek Adventures*** roleplaying game! This rulebook provides you with a wealth of information about *Star Trek*'s eras, styles of play, and character options, all designed to help you develop and play a character who fits into the *Star Trek* universe. The book also provides a complete rules system for telling your own unique *Star Trek* stories. Whether you are playing a Human, Klingon, Bajoran, Vulcan, Romulan, Ferengi, sentient android, or something else, this rulebook can help you and your group build unique characters and then collaboratively tell amazing *Star Trek*-style stories with those characters.

With this game, you can take on the roles of Starfleet personnel, venturing into the Galaxy to explore, discover, and encounter the wide diversity of beings and challenges the universe has to offer. You may be captains, commanders, lieutenants, ensigns, or cadets. Enlisted personnel or officers, your characters are Andorians, Bajorans, Humans, Vulcans, Trill, and more, assigned to starships, space stations, research vessels, or colonies across the known Galaxy.

Or you may choose to play as a Cardassian, Ferengi, Klingon, Orion, or Romulan, or any other species you can imagine, either in your civilization's spacefaring service or perhaps as a civilian scientist, merchant, or more. Perhaps your character is the first, or among the first, of their species to serve in Starfleet. **What characters will your group create and play?**

This game can be used to tell stories in any *Star Trek* era, from the earliest days of the Federation in the 2100s to the 32nd century and beyond.

As Mr. Spock once said: "There are always possibilities." **Where will your imagination take you?**

RODRIGO GONZALEZ TOLEDO

COMMODORE NELLA XEN

Welcome aboard! I'm Commodore Nella Xen, commanding the U.S.S. Challenger, *one of Starfleet's many vessels pushing the borders of the United Federation of Planets into the unknown reaches of space. I'm guessing you're here because you want to create a dynamic character who lives in this expansive universe, and to tell amazing stories with your fellow players.*

This book is a time machine (which is partly how I'm able to talk to you about it—long story), a character generator, a story-building toolkit, and so much more. It contains everything you and your group need to create characters, build their home in space, and play the game. Unlock your creativity, collaborate with your friends, and, as the Vulcans say: "Live long and prosper." I'll see you out there.

.: ALL ARE WELCOME ABOARD

In its first episode, *Star Trek* presented a diverse crew representing a wide variety of Human ethnicities, skin tones, backgrounds, histories, and identities, along with one half-Human, half-Vulcan science officer. Since then, the various series have added many more representatives from alien species and cultures, adding to the franchise's diverse tapestry. *Star Trek* expresses the Vulcan term **IDIC** (**Infinite Diversity in Infinite Combinations**) where everyone is accepted equally.

This concept holds true for players just as it does for player characters. ***Star Trek Adventures*** encourages a safe space for gamers, regardless of their race, gender identity, body shape, faith practice, intimacy preferences, or other traits. Differences among individuals should be embraced and celebrated, and discrimination and exclusion on any basis should be proscribed.

▷ THE EVER-EXPANDING *STAR TREK* CANON

This rulebook was developed while several *Star Trek* projects were in active production. As a result, the details regarding the *Star Trek* universe, characters, locations, and situations may be contradicted or amended based on future episodes and other projects.

While official *Star Trek* canon consists only of what appears on screen, your group's game canon is what you choose to make it. Use as much or as little of this rulebook as you see fit, whether it remains adherent to *Star Trek* canon or not. **Make the *Star Trek* universe your own!**

WHAT IS ROLEPLAYING?

IT'S LIKELY YOU HAVE EXPERIENCE WITH ROLEPLAYing games (RPGs) (or even just playing make-believe) and are familiar with many of the concepts used in this game. At their core, roleplaying games are a form of shared storytelling. They're about stretching the imagination to experience exciting adventures together in the vastness of space, on hostile planets and exotic locations, and learning something from the experience. By harnessing the power of your group's collective imagination, you can experience situations far beyond that of a traditional board game or video game.

There is usually no formal start or end to a roleplaying game—the players and the gamemaster get together to play, and sessions could take a couple of hours each to a whole weekend to resolve. There is no winning or losing; just a great opportunity to get together, engage in conversation, create a story, and have a good time.

All games, however, have rules. This book provides the rules to help everyone agree on what happens, to avoid disputes over the action, and to help everyone work together to make sure the experience is as fair as it is exciting.

▷ NON-FEDERATION CHARACTERS AND CAMPAIGNS

Many *Star Trek* characters and cultures do not embrace the IDIC philosophy or adhere to the generally hopeful and utopian point of view portrayed in most *Star Trek* stories. Often, these characters and cultures are presented as antagonists for the heroes to battle or overcome, which in some cases can be problematic.

We've learned over decades of *Star Trek* stories that not all Cardassians are fascistic torturers, nor are all Romulans treacherous schemers. As with any species or culture, there are members across many spectrums, from conservative to progressive, fascist to libertarian. Tarring an entire people with the same brush or label is as unacceptable and intolerable in the *Star Trek* universe as it is in real life.

To that end, if you want to play a Cardassian soldier assigned to a *Galor*-class warship, run surveillance as an operative of a Romulan Tal Shiar strike team, or portray a Ferengi arms dealer working every angle of a given conflict to earn maximum latinum, there's nothing stopping you from doing so. The game's mechanics don't change. What **will** change are the tone and expectations of your game in comparison to what traditionally comprises a *Star Trek* story. Putting aside the tenets of IDIC and the *Star Trek* ideal of an egalitarian future in favor of another approach means your game will likely have a very different feel from the intentions of the franchise's creators and the game developers.

And that's okay—**create your group's ideal *Star Trek* game together and then go play boldly.**

CHARACTER-FOCUSED STORYTELLING

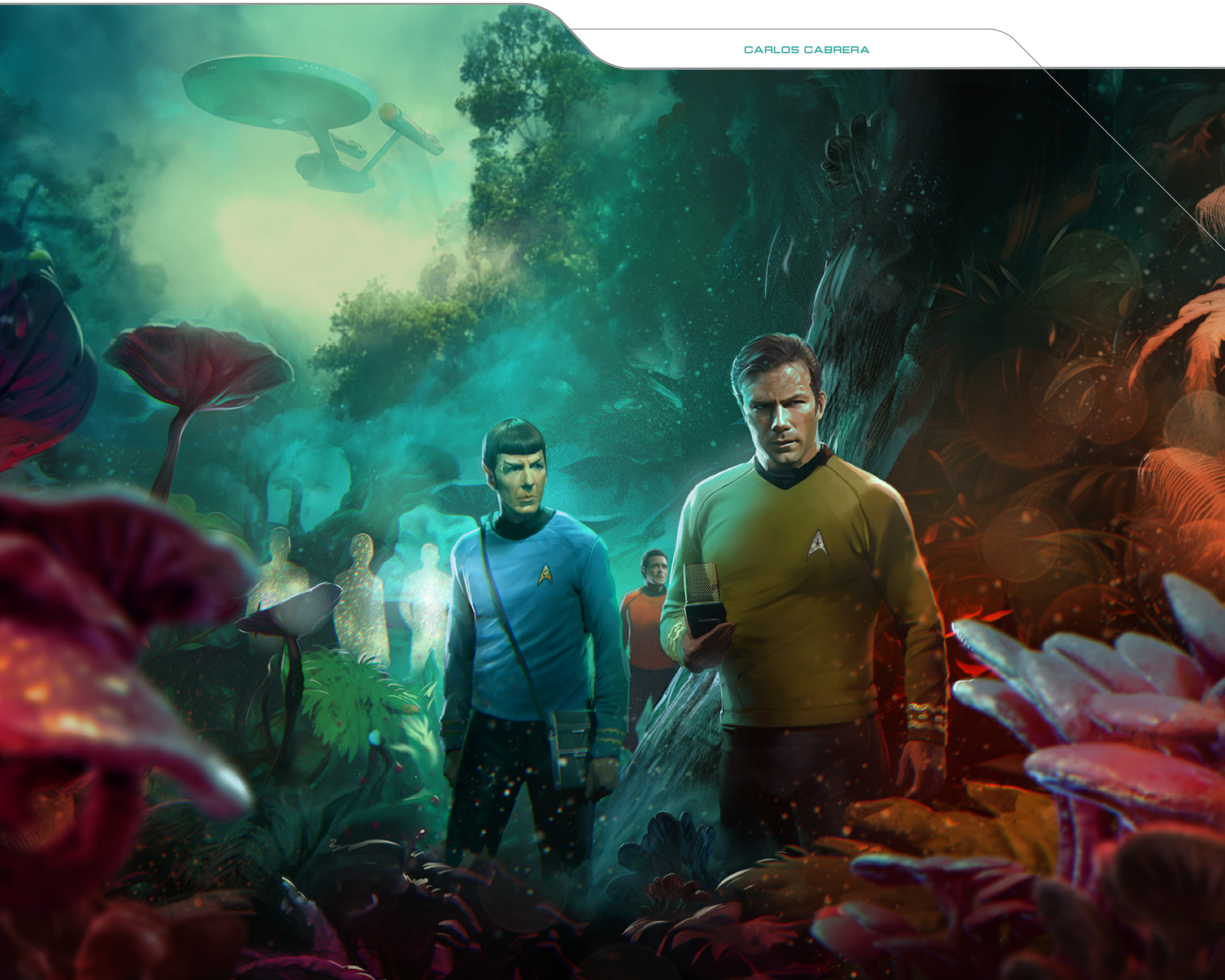
WHAT MAKES ***STAR TREK ADVENTURES*** DIFFERENT from other roleplaying games is two-fold: the **depth of character focus** on display through all eras of play, and the variety of stories that can be told.

.:DEPTH OF CHARACTER

Characters make *Star Trek* stories special; they make us want to tune in week after week to follow their individual and collective journeys. Behind the main story, through the heat of the action, the characters and their relationships are often the most important element of any *Star Trek* series or ***Star Trek Adventures*** campaign. Frequently, the characters' personal stories become the focus of an adventure, and this game encourages and enables this concept during play.

.:A VARIETY OF STORIES

Star Trek isn't just about exploring strange new worlds or encountering the 'alien of the week'. One mission could be a life-or-death struggle, stranded on a planet with hostile forces approaching while the crew tries to repair the damaged shuttle. The next adventure could have a medical focus, with a crew member fighting for their life against a strange disease and the medical staff desperate to discover a cure. The episode after that could be a tense political negotiation or an emotional courtroom drama. The *Star Trek* universe can contain any genre of story for your characters to experience.



CARLOS CABRERA

WHAT YOU NEED TO PLAY

TO START YOUR ADVENTURES ACROSS THE GALAXY, you should assemble the following elements: **players**, a **gamemaster**, and your **gaming aids**.

.: PLAYERS

Every game needs players. While one of these players will be the gamemaster, you will need a handful of players to take on the roles of the player characters. The players work together, just like the crew of a starship, to face challenges the gamemaster places before them, explain how their characters act and respond to encounters and ensure everyone is having fun. You may have as many players as you want in your game, though the more players, the less time each player will have to maximize their moment in the spotlight.

Every player needs a **main character** to engage with the setting and the game. Your main character could be a cadet at Starfleet Academy, an ensign on their first assignment, or an experienced bridge officer already assigned to a starship or station. They might be a Romulan officer or a Klingon warrior, or even a Ferengi merchant or an Orion trader. They can be young or old, veteran or novice, and look like anyone you can imagine. If you come up with a character concept that excites you but doesn't reflect the traditional idea of a *Star Trek* character, brainstorm with your gamemaster and fellow players and craft a place for your character.

Players may also create a selection of **supporting characters** to control when their main character is not currently in the thick of the action. These secondary characters can also be drawn from pre-generated characters or supplied by the gamemaster as the mission dictates. This means, for example, the chief engineer's player won't be idle when the scene shifts to the security away team beaming to the planet for a lengthy encounter.

Advice for creating characters can be found in **REPORTING FOR DUTY**, starting on page 85.

.: THE GAMEMASTER

One player assumes the role of **gamemaster**: the host of the game, the player who sets the scenes, describes the environments, knows the direction the story is generally designed to take, and poses dramatic scenes and puzzles for the crew to encounter. The gamemaster also acts as the characters not controlled by the players—**non-player characters (NPCs)**—whether they are adversaries, civilians, commanding officers, or fellow crewmates.

The gamemaster also acts as referee and adjudicator for the game's rules. They not only run the game, but also ensure the game is fun, fair, and exciting. If at any time the rules are contested, or the players are unsure of the outcome of a task attempt, the gamemaster has final say on how the rules of the game are applied. The gamemaster has to be fair and listen to the players to make sure everyone is enjoying the game. Being the gamemaster can be a challenge, but a rewarding one.

Advice for gamemastering can be found in **GAMESMASTERING**, starting on page 315.

.: GAMING AIDS

You'll want the following gaming tools to play the game: **dice**, **tokens**, and **writing supplies**.

DICE

Star Trek Adventures uses **d20s**—standard twenty-sided dice found in most hobby and game stores. The group should have at least 2d20 per player, and two or more for the gamemaster. Having more d20s on hand can be useful, as a player may need to roll up to **5d20** at a time, depending upon the circumstances. These d20s are used for many different things, including attempting tasks, resolving conflict, and determining results from random tables.

If d20s are scarce, they can be shared among players and the gamemaster. Modiphius produces ***Star Trek Adventures*** themed d20s, with the 1 face replaced with the Starfleet delta symbol, though these are not essential for play. Any 20-sided dice will serve the purpose.

TOKENS

You and your fellow players need two different types of counters: approximately a dozen to track the group's **Momentum** pool and any bonus Momentum gained during gameplay; and three per player character for **Determination**. The gamemaster needs a dozen or more **Threat** tokens. Each of these resources is described later, in *Chapter 7: Operations*. These tokens can be similar, but using different types or colors can help to avoid confusion—for example: poker chips, coins, glass beads, game counters, or kadis-kot pieces.

▷ QUARK'S GAMING EMPORIUM

If you do not have access to a replicator to make the necessary dice needed to play the game, Quark has, for a nominal fee, made it possible to acquire official ***Star Trek Adventures*** d20s (as well as a wide range of accessories, sourcebooks, and supplements) from modiphius.net or modiphius.us. You can order online or ask at your local gaming store.

Other than this core rulebook and some d20s, no other supplements are required to play. However, Modiphius has published a wealth of material for ***Star Trek Adventures*** to enhance gameplay, and all of it can be converted to this edition with minimal effort.

While these different resource pools can be tracked on paper, or by using dice as counters, keeping track of these resources with physical items has a number of advantages. First, it is easier to track the resources by simply adding or removing tokens from each resource pool. Second, it makes it much easier for everyone to know how many of each of these resources remain for use. Finally, there is an exciting psychological element as the players watch the Threat pool increase, heightening the tension and adding a growing sense of uneasy expectation, since the gamemaster spends Threat to make the game more challenging and dramatic.

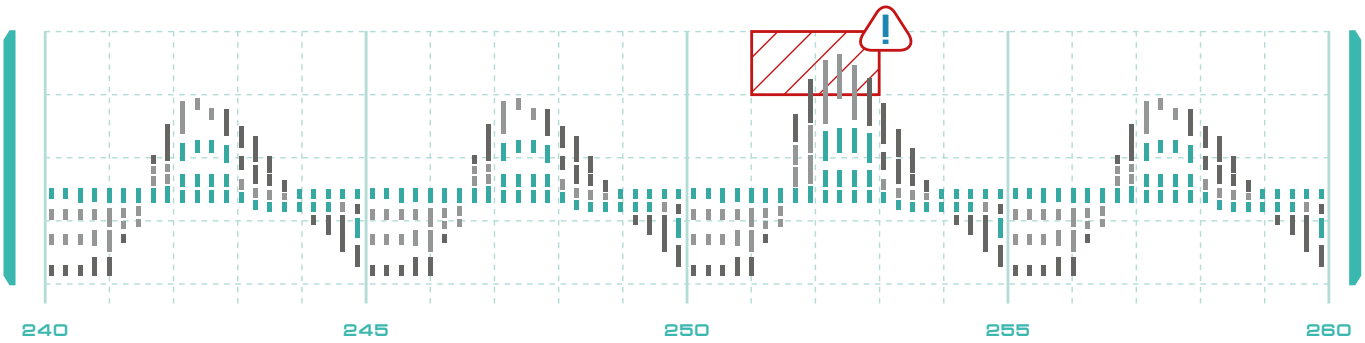
WRITING SUPPLIES

If you're playing the game in a physical location with others, it may be useful to have a supply of paper and pencils for sketching maps, keeping notes, and tracking various game effects. The players may need to record temporary traits affecting their characters—or note the names of characters and locations, important events, and clues to help them through the mission. The gamemaster may need to record the health and status of NPCs and starships and to keep notes of key details. Sometimes the gamemaster can pass notes to players, rather than announcing details out loud.

It is possible to keep track of all of this with tablets, smartphones, computers, and PADDs, but electronic devices at the game table can be distracting and should only be used with the group's consent. If you're playing online, of course, you'll likely manage all of this with a virtual tabletop or social media platform.

▷ A SAFE SPACE TO ROLEPLAY

At **Session 0**, you and your fellow players should discuss what makes for a positive and safe game experience for each person, and clearly note what you are and are not comfortable exploring within a game context. Just as it is essential for all Starfleet officers to have and follow a common code of behavior and conduct, so too should your game group have an agreed-upon set of guidelines and safety tools, whether you are playing together in person or virtually. Visit the Modiphius website to download a free guide covering safety tools and on running an effective Session 0.



BASIC TRAINING

WITH THIS CORE RULEBOOK, DICE, FELLOW PLAYERS, and your characters, how do you start your first mission?

The gamemaster describes the setting and what is going on in the scene, and you and your fellow players describe your characters' actions as they react to events. If you want your character to attempt something they may or may not succeed at—fire a phaser at a moving target, climb up a dangerous cliff, or realign the plasma conduits—you need to roll some dice.

.: THE CORE MECHANIC

When your character attempts a task, the gamemaster tells you the **Difficulty** of the task (a number, usually from 0–5). Check your character sheet and select an **attribute** and **department** best fitting the desired action. Attributes and departments have ratings defining your character's physical and mental composition and how capable they are at various actions. Add the selected ratings together to establish your **target number**.

Then, roll **2d20** (sometimes more, depending upon the situation) and check if any die rolls **equal to or under** the target number. If so, it counts as a **success** against the task's Difficulty. The more difficult the task, the more successes are needed, whether it is making a convincing case in a diplomatic debate, leaping into a hovering shuttlecraft, or firing a phaser at an encroaching adversary.

Roll too high on the dice and you fail to accomplish the task. It may put your character in danger, or worse, but it makes the story more exciting. It is often when characters fail or make mistakes that the story really takes a dramatic turn, adding to the sense of threat and tension and making the adventure more compelling.

Using just the core mechanic for any task attempts should give you and your group plenty of thrilling game experiences. To enhance your gameplay with the full set of rules, review *Chapters 7* and *8*.

MATHEUS GRAEF

RULEBOOK STRUCTURE

THIS RULEBOOK PROVIDES ALL THE INFORMATION you'll need to understand the essentials of the *Star Trek* setting, the elements you'll need to create a character, and the rules of the game.

PART 1: THE *STAR TREK* UNIVERSE provides a primer on key details found in the *Star Trek* universe, briefly details Starfleet as an exploratory and defensive organization, and discusses the science folded into the franchise.

PART 1 contains three chapters:

- ***Chapter 1: A Star Trek Primer*** is aimed at the new or casual fan who might not be familiar with all the myriad details of the *Star Trek* universe and how they might apply to a roleplaying game.
- ***Chapter 2: Starfleet*** provides a brief overview of the United Federation of Planets' exploration and defensive organization, **Starfleet**.
- ***Chapter 3: The Final Frontier*** presents a high-level overview of scientific concepts present in the *Star Trek* universe.

PART 2: PLAYING THE GAME provides a wealth of information you and your fellow players can use to create characters and their starship. A selection of species, character roles, and starship classes are available to choose from. **PART 2** also details the game's ruleset, so that you and your fellow players can most effectively play the game.

PART 2 contains five chapters:

- ***Chapter 4: Reporting for Duty*** explains how to build a main character. Whether you are playing a Starfleet officer, a civilian, or an officer from another civilization, this chapter enables you to create a character who fits right into the *Star Trek* universe.
- ***Chapter 5: Your Home Among the Stars*** enables you to build the other critical component of your stories—the ship on which your group's characters live and work.
- ***Chapter 6: Equipment and Combat Gear*** offers details on various types of equipment, gear, and weapons your characters may use.
- ***Chapter 7: Operations*** provides all the core rules you need to play the game, including how to handle task attempts, how to gain and use **Momentum** and **Determination**, and how the gamemaster's **Threat** pool functions.
- ***Chapter 8: Conflict*** provides rules and guidance on managing the many potential types of conflict in any given adventure: **social conflict**, **personal combat**, and **starship combat**.

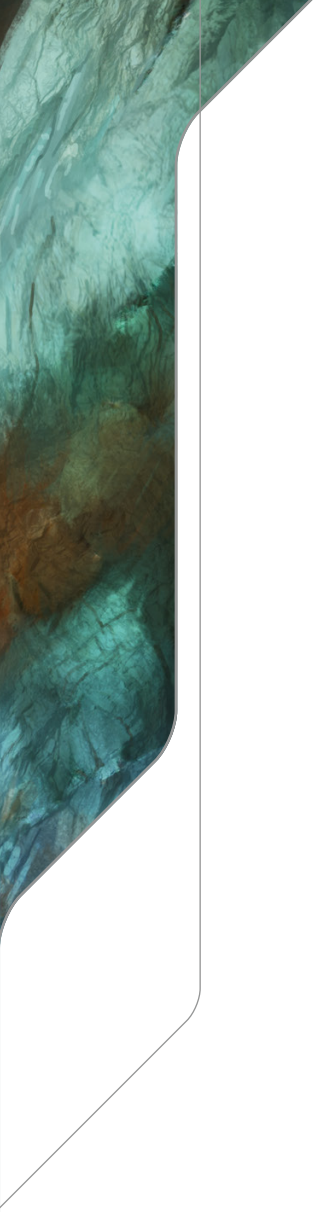
PART 3: RUNNING THE GAME is oriented toward the gamemaster, the player who narrates the events of each adventure, portrays and manages the many NPCs the player characters encounter, and adjudicates the rules during a game session.

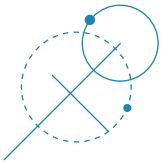
PART 3 contains three chapters:

- ***Chapter 9: Gamemastering*** provides the gamemaster with guidance on structuring scenes, encounters, tasks, and challenges; managing Threat; and effectively using and adapting the rules.
- ***Chapter 10: Introductory Adventure*** contains a short adventure, "The Gorgon's Gaze," which may be used as an introduction to the game, a standalone adventure, or the starting point for a new campaign.
- ***Chapter 11: Allies and Adversaries*** includes guidance on creating and using non-player characters (NPCs). The chapter also provides dozens of NPCs and non-player starships to use in your game.

The back of the book includes a character sheet, a starship sheet, and a personal log sheet to track character's development.

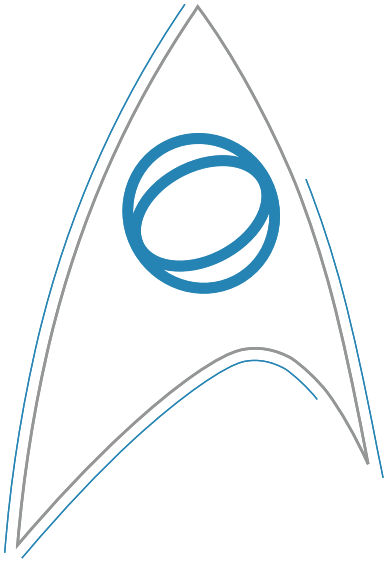
And now, gather your friends, some snacks, and a handful of d20s. It's time for you to explore the final frontier!





CHAPTER 1

A STAR TREK PRIMER



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PAOLO PUGGIONI

.:CHAPTER 1.1

STAR TREK ESSENTIALS

"WE WORK TO BETTER OURSELVES AND THE REST OF HUMANITY."

- CAPTAIN JEAN-LUC PICARD

RODRIGO GONZALEZ TOLEDO

AMBASSADOR RAYMOND MERTON

Greetings to you, fellow-being. I am Raymond Merton, Federation Ambassador-at-Large. Commodore Xen suggested I guide you through a discussion on the Galaxy in which we live, starting with perspectives on culture, economy, society, religious beliefs, and more.

If you're not yet familiar with our universe, I hope this chapter serves to both inform and whet your appetite. If you are already familiar with Star Trek*, feel free to skim this as a refresher, or skip to another chapter. Whatever the case, enjoy!*

FOR AS LONG AS *STAR TREK* HAS been in existence, it has shown humanity and other species struggling against their darkest impulses and rising up to share in an uplifting, hopeful future. Wildly varying species work together to explore the greater mysteries of science and philosophy while still having different outlooks. The Federation and its allies look into the cosmos with optimism for the possibilities created by encountering new life and new civilizations.

This hopeful outlook permeates characters in the *Star Trek* universe, and even more so with characters from the Federation and its allies. When encountering other societies who are still racist, sexist, or suffer from other inequities, Federation characters are the first to hold out their hands in friendship, leading the way to a more enlightened path. What this path is isn't always the same, and all Federation citizens are allowed to pursue their own happiness and achieve their highest potential however they see fit as long as it does not infringe on the rights of others.

Even other civilizations near the Federation see a hopeful future. The **Klingon Empire** sees no threats their warriors can't handle and they are free to pursue their lives as Kahless would wish, a marked break from their past living shackled to the Hur'q. After their defeat in the Earth-Romulan War, the **Romulan Empire** paradoxically felt safer and more hopeful for the future as they learned the Federation wasn't out to destroy them, and assisting the Federation in the Dominion War meant there was a distinct possibility of mending the millennia-old break with the Vulcans. The **Ferengi** see an ever-growing market for their goods and services as nearby civilizations expand, and even the **Cardassians** have hope for a better tomorrow after the end of the Dominion War as democracy returns to Cardassia Prime.

CULTURE

THE CULTURE OF THE FEDERATION IS complex, consisting of over 150 member species by the end of the 24th century; nearly every species has an untold number of subcultures, faiths, traditions, and other ways of life. The Federation is permissive with outside influences, allowing other societies to practice their faiths and celebrate their culture inside its borders. This opens up a myriad of possibilities for you to make a character from any species and any place seen in the *Star Trek* franchise.

Many of these species have been well detailed, including the Vulcans, Klingons, and Bajorans, but do not let that limit you. The Klingons may be detailed more than any other non-Human culture, but there are ample areas for you to explore and expand upon with this warrior culture. The secretive Romulan Empire is also

ripe for detailing. While the Ferengi are usually depicted as pursuing capitalism, why not explore other aspects of their society, like the arts or philosophy? Players and gamemasters can cooperate to piece together what is known about a species and culture, adding details they feel will enrich their campaign, or just for the challenge of doing it. Use this opportunity to take a species and build up lore and story to make your game more rewarding.

Keep in mind when portraying any member of the Federation that it is a diverse culture that takes elements from each member world. Characters may be of a particular species, but may adopt elements from many cultures they find meaningful or pleasing. For example, an Andorian could have a fondness for Vulcan *plomeek* soup, enjoy watching Klingon opera, and practice Human Shintoism.

ECONOMY

THE FEDERATION ECONOMY IS VERY DIFFERENT from what we have today. Federation citizens have left behind both the need to work just to meet basic needs and the drive to accumulate vast wealth. The Federation operates as a **post-scarcity society**, with only incredibly rare materials being unable to be replicated, printed, or easily manufactured. What this means is every Federation citizen is guaranteed their basic needs: food, clothing, housing, education, and health care. Because of this, the average Federation citizen doesn't need to labor in a career they may not enjoy or have a desire to be a part of. The average Federation citizen is free to pursue any career or pastime they wish.

With the post-scarcity economy, the Federation prizes knowledge, art, creativity, and anything new from the continually-expanding borders of explored space. This doesn't mean that there aren't Federation citizens who accumulate material wealth or desire to do so, but they should be seen as the exception rather than the norm.

A character joining Starfleet likely did not join out of peer pressure or a need for good health care or a steady wage. They joined Starfleet (or any nearby interstellar civilization's spacefaring organization) out of a deep desire to explore the final frontier, to be a part of new scientific discoveries, and to be the diplomatic face of billions of Federation citizens. Your character will likely be highly educated, as education is freely available to all who wish it, and likely has pursued formal education in things you may feel are hobbies.

What is your character passionate about, how have they explored the boundaries of those activities or pastimes, and how can that apply to service in Starfleet?

Characters from longer-lived species may even be in their second or third professional career by the time they join Starfleet. How does over a century of education and the right to learn anything they wish impact their service to Starfleet?

▷ ENLISTING IN OTHER ORGANIZATIONS

Joining Starfleet can be an easy decision for many citizens of the Federation, but why might citizens of other nearby civilizations join Starfleet or even their own civilizations' equivalent?

A young Klingon may join the Klingon Defense Force for many reasons, the foremost being the quest to find glory in one way or another—making a name for themselves among their peers, be it in combat, or perhaps in scientific endeavors. Klingons may also feel the need to set themselves apart from others around them, and the opportunities the Klingon Defense Force provides can do that in a short amount of time. There is no greater glory than serving with honor to the entire Empire rather than just yourself or your House.

Romulan citizens may join for reasons similar to Starfleet, to defend their home, to explore new worlds and seek out the resources that will allow the Empire to flourish, and in some cases, to ensure the Empire and its culture are not subsumed into the Federation or other nearby civilizations.

Other civilizations such as the Ferengi may wish to expand capitalism and economic opportunities for a personal business idea they may have or to bring more wealth and capital to the Alliance. Cardassians may wish to join their navy to show a different face of their species to the rest of the Galaxy. The possibilities are endless.

▷ FEDERATION CITIZENS AND MONEY

The United Federation of Planets is, broadly, a collection of post-scarcity societies where financial success and the accrual of wealth are archaic concepts consigned to history, but the exchange of resources is still managed. Federation citizens receive a share of the economic product of their world, which is more than sufficient to provide for all their regular needs: food, housing, clothing, education, use of public utilities, and so forth. On a day-to-day basis, no citizen of the Federation needs to worry about lacking the means to survive.

A portion of this share is set aside as credit to be traded on a discretionary basis for luxuries and extras—a visit to a restaurant, a bottle of real wine, other items made the old-fashioned way rather than replicated, as well as a wide variety of trades practiced by skilled professionals. Starfleet personnel and citizens who travel extensively, or who come into contact with those outside the Federation, often exchange a portion of this discretionary fund for an equivalent value in latinum or other valuable commodity, allowing them to purchase goods and services from those who are not part of the Federation. The Federation embraces a sort of "Economic Prime Directive" in which undue influence is not allowed to occur by replicating goods to 'sell' to a civilization that does not have replicators available to the common citizen, or for large segments of the population to pool credits to manipulate the value of hard-to-replicate resources, such as latinum.

RELIGION AND SPIRITUALITY

AT THE SURFACE, THE FEDERATION MAY BE SEEN AS a non-religious society, but that isn't the case. While it is true the Federation is a secular society meant to represent the widest possible group, putting no culture or belief before another, that doesn't mean there are no religious or spiritual belief systems inside the Federation.

Humans have dozens of major religious and spiritual systems still active in the Federation, with further changes made to encompass the need to practice them far from Earth in a Galaxy filled with life. The Vulcans have long practiced spirituality that has deep roots with monotheistic practices and asceticism. While there may be a debate if the Bajoran religion is a religion or a form of governance, as practitioners of the faith may actually speak with the Prophets at times, their religion has incredible influence over Bajor. There are few societies in *Star Trek* with religions as well detailed as the Vulcans and Bajorans; one can assume every culture is shaped by its beliefs, faiths, and philosophies reaching deep into its past.

In contrast, the Klingon Empire has a form of spirituality at its forefront and openly practiced by its highest-ranking members. Klingons have many practices and rites that date to the time of Kahless and before, becoming hardened in the society's collective memory during the occupation of Qo'noS by the Hur'q. Klingons do not believe in or worship gods, claiming they were slain by brave warriors and discarded for meddling in their world; yet their belief in an afterlife survives. *Sto-Vo-Kor* and *Gre'thor* are the final destinations for the honorable and dishonorable of their societies. Additionally, some Klingons continue a long tradition of monastic life, with remote monasteries on multiple worlds dedicated to reflection on the teachings and myths of Kahless and other esoteric tasks such as ancient bloodwine brewing techniques or copying ancient texts by hand.

Feel free to bring religion or spirituality into your game through your character. In *Star Trek,* religion hasn't disappeared; it just is no longer the defining aspect of life that it was in centuries past. Many characters have shown some faith or spirituality at times, with Spock, Chakotay, and Kira openly practicing their faiths and Sisko even becoming a religious figure.

One thing to consider when bringing faith into your game is to be as sensitive to current religions as the franchise has been on screen, often avoiding speaking directly about modern religions and instead focusing on alien faiths or ones that Humans developed later as they went out among the stars.

SOCIETY

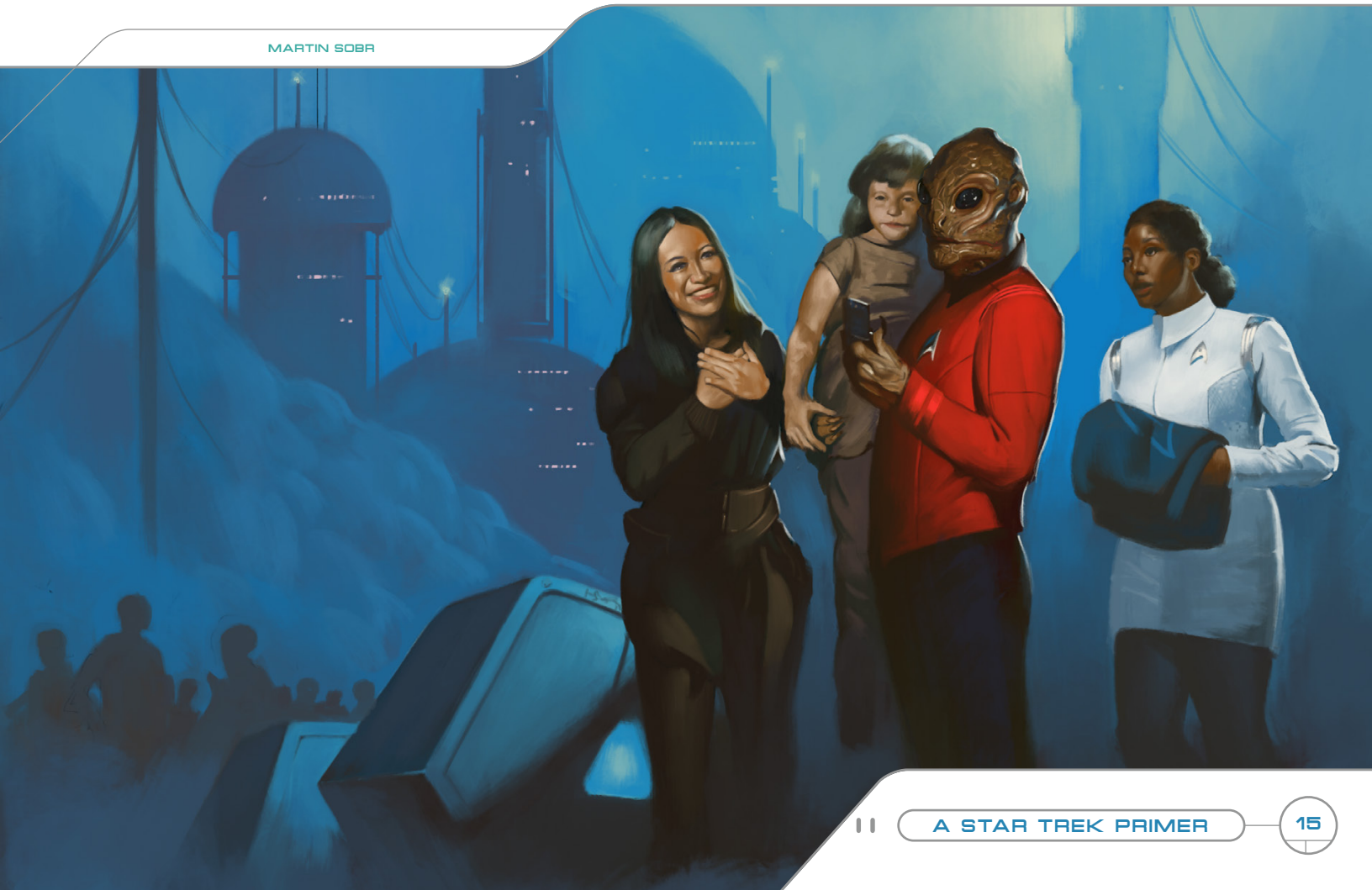
THE UNITED FEDERATION OF PLANETS AS A SOCIETY is one of openness beyond what 21st century Humans are used to. The Federation prides itself on celebrating its diversity, meaning there is no discrimination based on species, gender (or lack thereof), age, language, or place of birth. Members of every Federation species can be found on its worlds, and while some worlds are more suited to one species, no barriers are placed to prevent citizens from freely moving inside Federation borders. This freedom extends to speech, and the Federation hosts hundreds of major interstellar news agencies vying for stories and keeping the Federation government under the microscope for its people to examine.

While the official language is Federation Standard, consisting of multiple languages from many member worlds, its usage isn't enforced by any official organization or governmental body within the Federation. Thousands of languages can be heard at any large gathering, and with the **universal translator** (see sidebar on page page 17), all people can express themselves fully in their own language and be understood by their fellow citizens.

All worlds are allowed to govern themselves as they see fit, as long as doing so does not infringe upon the rights granted to its people under Federation law. Thus, the vast majority of Federation worlds are democracies of one type or another. Across the Federation, people talk about policies and how they impact their lives, are able to spend the time to research and understand societal issues, and engage with the political apparatus in ways only hoped for in the democracies of 21st century Earth.

Explore how your character grew up in such a multicultural society to give them greater depth. What languages do they know without the use of a universal translator? What holidays do they celebrate, and what foods and traditions are linked with those holidays? Is the way they celebrate a holiday different from most? How involved are they in the vast government of the Federation, and are they keen followers of news and interstellar policy-making? Did their society lead them to join Starfleet or take an interest in diplomacy? With such an open society, what friends of different species did they grow up with, or learn customs from?

MARTIN SOBR



STARDATES

THE HUNDREDS OF INHABITED FEDERATION worlds all have different day lengths and orbital periods. Most of the time-keeping methods developed by natives or settlers are still used on their homeworlds, as tracking the progression of time and seasons is easier using local systems. Even the slight difference in day length between Earth and Mars (24 hours vs 24 hours and 39 minutes respectively) is enough to require their own daily clocks, let alone the differences in their year. A further complication is when travelling in space at high velocities time dilation can occur, and a 24-hour duty shift on a starship might not equal 24 hours on the surface of a world.

After the formation of the Federation, the founding members determined a unified system of time-keeping would need to be developed that was independent of starships and set by a central time-keeping agency on Earth, and calibrated using numerous pulsars and deep space quasar positioning and patterns. This system is called the **stardate**. Players and gamemasters should remember that the stardate increases as time passes, and that there is a rough equivalence with an Earth solar year. After the 23rd century, 1000 stardate units is equal to a year, so a stardate of 44000.1 is equal to 1 January 2367 at 0053. Prior to 2323, multiple stardate formats were used.

Using stardates is a good way to keep track of adventures and the order in which they occur, along with being able to place those same adventures in context of what was also occurring during the same time within the many series.

TECHNOLOGY

THE TECHNOLOGY IN THE *STAR TREK* UNIVERSE IS IN advance of our own by many centuries, aided by integrating alien technology under the umbrella of the Federation. Even then, what technology and equipment characters interact with are recognizable to us today as they have evolved and developed from modern ideas and science.

This section provides an overview of the most commonly used technology found in the *Star Trek* universe. *Chapter 6* provides more detail on weapons and devices present in the *Star Trek* universe.

.:COMMUNICATION TECHNOLOGY

People communicate in the *Star Trek* universe with handheld devices, desktop computers, or wall-mounted screens. The primary difference is in how the communications are transmitted. Over long distances this is accomplished via **subspace radio**, also known as **subspace**. Subspace communications allows for transmissions at very high multiples of the speed of light, allowing near instant communications inside a star system and short transmission lags between nearby star systems or starships. This means a transmission from one side of a sector to another (20 light-years) takes a little less than 3.5 hours.

.:CURSE YOU, PEANUT HAMPER!

JUNIOR SENIOR SCIENCE OFFICER'S LOG, ENSIGN D'VANA TENDI (STARDATE 58269.2)

People have weird pre-conceived notions sometimes! It seems like everyone absorbs their own particular societal biases while trying to tribble-hole people for easy categorization. That's not how life works! That's not how *science* works!

And I'd know, because I'm a *senior* science officer on the *U.S.S. Cerritos*, even though I'm a junior officer. So, I guess I'm a junior senior officer? Anyway, what I'm saying is you can trust I know what I'm talking about! I have personal experience (like, a *lot* of experience) with the prejudices people have against Orions. And sure, *some* of us are ruthless, bloodthirsty, amazing pirates. But *all* of us aren't! Just like every exocomp isn't a sweet helpful little critter who adheres to the ideals of Starfleet without question.

I have personal experience with that, too.

This communications speed is increased further by subspace boosters, and in the core worlds of the Federation, instantaneous communication can occur over much longer distances. In the 22nd century, power and technological limitations meant real-time communications, even over as little a distance as Earth to Vulcan, were difficult to achieve without subspace boosters. In the 23rd century, it would be difficult to get immediate contact with Starfleet Command on Earth when on the edges of Federation space, but by the 24th century, near real-time communications Federation-wide were possible due to an extensive network of subspace communication relays and boosters. Even then, communication speed dropped quickly beyond the range of these subspace relays.

The most commonly-used communication devices are personal communicators—handheld devices or small pins worn on the chest—used over planetary distances or to ships in orbit. Longer range communication is possible with these small communicators linking into a larger network, but typically long distance communication is accomplished with desktop or larger devices.

You should consider how even short time lags in communications affect your character's relationships with family and friends not on board your starship. How does it change how they talk to their family, and has it improved or ruined other relationships? In earlier eras it may be only possible for voice or text communications when distant from a subspace relay; how does that change the feeling of isolation your character may feel while far from home?

.:HOLOGRAM TECHNOLOGY

Holograms have been in use since the early days of the Federation when holographic imaging systems were used to record and display lifelike 3-D representations of people, scenery, objects, strategic maps, and more (perhaps your character has a treasured holorecording of a loved one, or a place they've visited). Starting in the 23rd century, some civilizations experimented with holographic communication systems, though they did not see widespread use. The most significant use of holographic technology came with the invention of the holodeck (or, in some places, a smaller holosuite). Developed originally in the 2270s to address the psychological needs of most organic life-forms to relax and experience familiar environments—and do so in a way that utilized a minimum of space in the ships they were installed in—holodecks became increasingly popular with Federation starship crews (despite a few technological hiccups) as they became more advanced.

Holodecks combine holographic imaging, force fields, replicators, and tractor beams to create interactive environments that can be touched as well as seen (and heard, smelled, and even tasted). Standard safety

▷ THE UNIVERSAL TRANSLATOR

The invention of the universal translator in the 22nd century was a massive breakthrough in interspecies communication. Starfleet guidelines, and general pragmatism elsewhere, suggest that learning other languages in case of technical faults, or to help understand other cultures more deeply, is still valuable, but it is no longer an absolute necessity.

In most ***Star Trek Adventures*** missions, the existence of the universal translator means players and the gamemaster can ignore language difficulties. However, communication without using a universal translator is a plot point in numerous *Star Trek* stories, from the *Enterprise* crew desperately seeking to send a message in Klingon in *Star Trek VI: The Undiscovered Country*, to many stories involving Ensign Hoshi in *Enterprise*, to more recent stories such as the communication difficulties faced by the *Discovery* crew in the episode "An Obol for Charon" and in their attempts to communicate with Species 10-C through most of season 4. With these examples in mind, it's occasionally useful to know what languages different characters speak and read.

Player characters are assumed to be completely fluent in one or two languages. These are typically the common language of their service—Federation Standard in Starfleet, or **tlhIngan Hol** in the Klingon Defense Force—and either a language reflecting the character's heritage (an Andorian will be able to speak a form of the Andorian language, for example), or another language the character studied at some point during their upbringing (a Human who natively speaks English also speaking **tlhIngan Hol**). It can be assumed that every civilization has numerous languages and regional dialects, with one being the most prominent and used for government and interstellar trade, as Federation Standard is for Earth.

protocols prevent items on a holodeck from being deadly, though accidents are still possible—for example, someone skiing could still suffer a leg injury. Adding artificial intelligence allows for interactive holographic characters, and the use of replicators allows for physical objects one can use or even consume. In general, objects created on a holodeck vanish when taken beyond its doors, but small objects that were important in the holo-program often can be removed, as they've been replicated. A holodeck program can be paused, saved, and altered while in progress.

Many late 24th century starships are equipped with an **Emergency Medical Hologram (EMH)**, an artificial intelligence designed to mimic a humanoid and programmed with extensive medical knowledge. An EMH can operate in a sickbay equipped with holo-emitters and is intended to supplement or temporarily replace medical staff in emergencies. They are not designed to be self-aware, though there are exceptions.

Emergency holograms have expanded significantly by 2399. Additional varieties include the Emergency Engineering Hologram (EEH), Emergency Hospitality Hologram (EHH), Emergency Navigational Hologram (ENH), and Emergency Tactical Hologram (ETH). Emergency holograms can be modeled on existing people, including their memories and personality. Because of this, they can be used, in an emergency, to fill most ships positions to varying degrees of capability.

Consider coming up with a few ideas for the kinds of holo-programs your character spends time in. Are they a holo-novel fan who enjoys stepping into the shoes of a fictional character? Do they spend more time in fitness and training programs? Do they hang out with other crew members in a simulated environment based on a real location, or perhaps even a fictional one?

.: TRANSPORTERS

A staple of starship technology transporters allow people and cargo to be moved from one place to another nearly instantaneously. The engineer Emory Erickson developed a Human version of the technology in the early 22nd century, but just as with warp drive, numerous species have developed transporters independently, and by the early 24th century, transporters were a standard feature of starships across the Alpha and Beta Quadrants.

A typical **personnel transporter** pad has space for six humanoid individuals, and operates at quantum resolution, making it safe for living creatures. The pad is operated from a dedicated console, and is directly connected to the rest of the transporter system. A starship usually has several transporter pads, spread about the ship.

Ships also have **cargo transporters**, designed to transport large masses of cargo. A cargo transporter operates at molecular resolution, which is instantly fatal to any living being transported, but requires far less power, allowing the ship to load or unload cargo quickly. Safety interlocks prevent transport if life-forms are detected in the target. A starship usually has several cargo transporters.

Cargo transporters can be converted to operate at quantum resolution, allowing them to transport up to 10 people in emergencies.

.: WE ARE ALL MADE OF STAR STUFF

PERSONAL APPEAL FROM THE DOCTOR TO CAPTAIN JANEWAY, *U.S.S. VOYAGER* (STARDATE 54732)

I wouldn't think a being such as myself could be seen as anything other than alive. I think, I feel...I don't sleep or eat, certainly. But I deactivate, and is that not sleep? My emitters pull power from the ship; is that not sustenance? "I sing! Therefore I am!" to coin a phrase. Well, to modify a phrase, if you will.

But to say life can only be one thing, or that it should only exist one way, is not just logical fallacy, it's outright discrimination. All sentient life is worthy of the same respect, whether we're organic, positronic, or holographic. 'We are all made of star stuff', and yes, I do include photons. If you prick me, do I not say "ow?" I can turn down my pain receptors, of course, but that's beside the point.

.:CHAPTER 1.2

NOTABLE CIVILIZATIONS

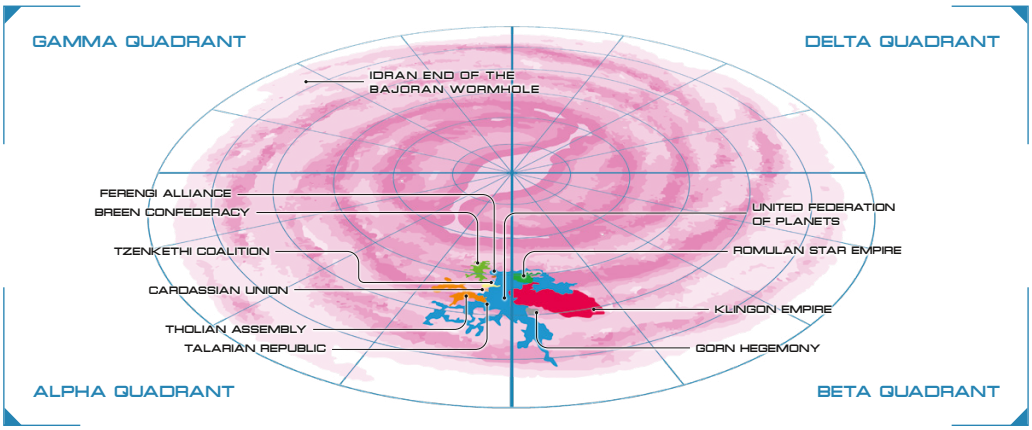
"A FINAL FRONTIER BEGINS IN THIS HALL. LET'S EXPLORE IT TOGETHER."

- CAPTAIN JONATHAN ARCHER

THE UNITED FEDERATION OF Planets is one of the largest governments in the Alpha and Beta Quadrants. Seemingly growing by leaps and bounds each year, the Federation comprises hundreds of civilizations and thousands of planets and stands almost without equal among its neighbors. The Federation represents more than just a convenient political alliance among species, and Starfleet is not just an organization that keeps it safe. The Federation represents a dream of peaceful coexistence, benevolent understanding, and the willingness to set aside differences in order to explore the Galaxy. Starfleet is the Federation's defensive and exploration corps dedicated to traveling among the stars to uncover the wonders within.

It was not easy bringing together more than a hundred species under one banner. The customs of one species may be considered abhorrent to others, and several members once engaged in bitter wars with each other. The Federation's goal is not to rule over its members, but to uplift them all so that they can be equal. If a civilization meets the basic criteria for membership in the Federation, they can expect assistance in cleaning their atmosphere, providing medical aid to its population, and even using Starfleet to help guarantee the protection of their holdings. Under the administration of the Federation Council and the office of the President of the United Federation of Planets, the Federation does its best to help others achieve a state of peace so they can be the best versions of themselves.

It is not always peaceful in the Federation. Starfleet is often tasked with mediating disputes between its members and aiding Federation members by providing them with technological improvements such as environmental regulators and fusion reactors. Rival powers such as the Klingons, the Romulans, and the Cardassians often engage in political intrigue with Starfleet. The Federation has had to fight these powers on multiple occasions. Less influential species such as the Talarians attempted to seize colonies from the Federation, and Starfleet technology is often prized throughout the Galaxy and is a tempting target for pirates and smugglers.



AMBASSADOR RAYMOND MERTON

The Alpha and Beta Quadrants are home to thousands of cultures and civilizations, only some of which are warp-capable and dedicated to exploring the cosmos. Still, Starfleet and other organizations encounter new species on a regular basis, which naturally means ambassadors such as myself are constantly employed to arrange first contact, second contact, or other forms of connection between the Federation and these new-to-us cultures.

This chapter briefly discusses some of the well-known species you're likely to encounter. We'll start with the United Federation of Planets.

RODRIGO GONZALEZ TOLEDO

JUSTIN USHER

THE COALITION OF PLANETS

THE FEDERATION'S ROOTS ORIGINATED WITH A SINgle planet in the Terran system. Earth had just emerged from a conflict known as World War III and the atomic horror that followed. Billions were dead, and most major Earth cities were destroyed, leaving the survivors to contend with fallout, starvation, and the fear of continued warfare. This all changed when Zefram Cochrane, a scientist and engineer hailing from the old Earth nation-state known as the United States of America, endeavored to test out his revolutionary new invention: a warp engine. It was with passing luck that a Vulcan survey vessel detected the launch of his ship, the *Phoenix*, and their captain decided to make first contact between Vulcans and humanity.

From then on, humanity advanced at a brisk pace. Thanks to the Vulcans, Earth was cleaned of its toxins and radiation and Humans started to colonize first the moon, then the rest of the planets in the solar system. The Vulcans gave humanity new resources and technologies sparingly; they were well aware of the dangers that could happen if a species was given technology they were not prepared for. By the time Earth developed its first Warp 5 engine, Humans launched the *U.S.S. Enterprise*, an NX-class vessel that brought humanity out far beyond their solar system and into what was known as deep space.

Humanity had some missteps, and came into conflict with the Klingons, the Xindi, and the Suliban. The Xindi conflict alone saw Earth attacked for the first time by outsiders and hundreds of thousands were killed when a Xindi superweapon damaged much of Florida. Earth managed to persevere in the face of these threats and made several allies out of the Andorians, the Tellarites, and the Xindi.

Earth stood at the forefront of a new grand alliance between civilizations that had not been seen for centuries. Known as the Coalition of Planets, this alliance helped protect the boundaries of its members and gave them aid when needed. The Coalition proved to be sorely needed at the outbreak of the Earth-Romulan War at the end of the 22nd century. The Romulans had attempted to manipulate other civilizations and weaken them so that they might fall in line with the Romulan way of thinking, and had seen their many plans foiled by humanity and this upstart alliance. The conflict between the Coalition and the Romulan Star Empire was brutal and saw the use of atomic weapons in space warfare. By the time the war ended, a neutral zone was established between the Coalition and Romulan territories.

The Coalition had a marvelous effect on its members. Relations cooled and even improved between the Andorians and the Vulcans, as they saw the benefits of working together meant that they did not have to remain constantly in a state of near-war. Galactic events such as plague outbreaks or asteroid strikes were handled better with the resources of multiple species rather than just one. Captain Jonathan Archer, the famed hero of Starfleet and one of the most gallant commanders of the war, saw the Coalition could work towards something more. After 10 years of deep-space exploration, he helped establish the foundation of what transformed the Coalition into the Federation.

.:INTO THE FUTURE

By the dawn of the 25th century, the Federation numbered more than 150 members and stood strong after surviving the Dominion War and conflict with surviving members of the Borg, the synthetic life-form crisis, and new conflict with the Pakleds. Starfleet had ships traveling into almost every quadrant of the Galaxy and its *California*-class vessels were busy rebuilding destroyed infrastructure and conducting critical second contact missions. The Federation continued to achieve great triumphs through the centuries, such as new innovations in temporal mechanics, transwarp drives, and medicine.

Unfortunately, the Federation was eventually torn apart by the greatest calamity to affect the Milky Way Galaxy, a disaster that changed the means of star travel forever. In the 32nd century, **The Burn** was a psionic wave that caused every active warp core in the Galaxy to explode violently. In an instant, hundreds of thousands died, and the vast majority of the Galaxy's supplies of dilithium were rendered useless. Star travel became rare, and as the vast distances between Federation members took its toll, Starfleet saw the Federation shrink to only a dozen members. Even Earth, one of the original founders of the Federation, took its leave in order to focus on itself. Thanks to the efforts of the *U.S.S. Discovery* and her crew, new sources of dilithium were procured and Starfleet was able to travel the stars once more. Soon old members of the Federation were able to rejoin and the many foes that had come into existence such as the Emerald Chain, would meet their match in the newly rejuvenated Starfleet.

THE KLINGON EMPIRE

IT IS HARD TO FIND A MORE MALIGNED SPECIES IN the quadrants than the Klingons. On many worlds, Klingons are thought of as brutish, unintelligent, and obsessed with combat. The Klingons themselves are often seen engaging in seemingly strange rituals such as starving themselves for days in order to see visions or engaging in physical tests of strength such as the throwing of boulders between the bride and groom at their own wedding. But those who choose to get to know them will find the Klingons are a deeply spiritual people who believe in seeking ways to improve their bodies and minds as one. They believe an individual's personal honor is the most sacred thing they will ever hold and that only through combat can a warrior meet their proper end. Their Empire has stood tall for generations and though often tested, Klingons always endure and rise again.

The Klingons were a rising force in the Galaxy even before the advent of the Federation. Their homeworld had been unified thanks to Kahless the Unforgettable, a great leader who unified his people under the belief that honor was what was most important in life. After overthrowing the last tyrants on Qo'noS, Kahless' people began building an empire that stretched out among the stars. At one point in their history, the Klingons were invaded by the Hur'q, a rogue species from the Gamma Quadrant. The Klingons defeated them and used their technology to rebuild their empire.

The Klingons advanced considerably after taking to the stars. Possessing crews unafraid of the rigors of space combat meant that the Klingons were able to secure advanced technology from their neighbors. Klingon privateers learned the technological secrets of those that hired them before they turned on their employers once the contract had ended. Soon all starfaring civilizations learned to fear the silhouette of a Klingon bird-of-prey. The Empire advanced slowly, but one by one neighboring systems learned to accept the Klingons as their new overlords or had to learn how to fight back.

The Empire's first encounter with Earth came in the 22nd century when the crew of the NX-01 *Enterprise* returned an injured Klingon courier to the High Council. The Klingons were distrustful of outsiders and had started to move their society toward an even more militant code of the warrior. Klingons increased their raids on

Earth transports until Earth helped create the Coalition of Planets. The Empire watched the emergence of a true rival occur in a relatively short amount of time and started building up its forces for the day when they would have to invade and remove this troublesome problem.

Fortunately for the Federation, the Klingon High Council broke down in the late 22nd century. Klingon worlds declared for Great Houses and the Klingon Defense Forces transformed into their personal armies. The expanse of the Klingon Empire became a battleground where Klingon forces fought with each other mercilessly and when they were not, they were pillaging and engaging in piracy across the Alpha and Beta Quadrants. This would come to an end at the Battle at the Binary Stars, where the Klingon leader T'Kuvma activated a beacon summoning the ships of the Great Houses to battle against Starfleet. After achieving victory, the Klingons unified once more and went to war with the Federation.

.:THE FEDERATION-KLINGON WAR

The Klingons were a threat like no other the Federation had faced since Earth went to war with the Romulans. The Klingon High Council unified once more and with the addition of cloaking technology and advanced weapon technology, the Klingons scored several early victories in the conflict. The Federation had known only peace for decades outside of the occasional border skirmish, and with the Klingons they fought a foe so ferocious the war left its mark on generations of Starfleet personnel.

The war reached a turning point after the Klingons seized Starbase 1. Thanks to the crew of the *U.S.S. Discovery*, which utilized a unique form of transportation that could place them anywhere in the Galaxy, they were able to launch rapid strikes behind enemy lines and were instrumental in a series of victories that brought the conflict to an end. The Federation and Klingons existed in a bitter stalemate that would go on for over a century, and included several border skirmishes and the rapid development of starships and weaponry.

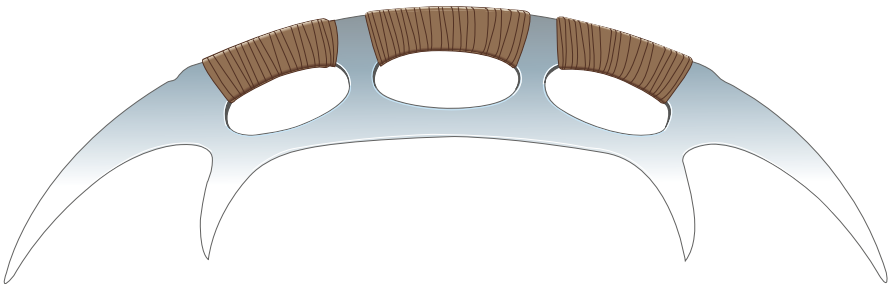
.:COMMANDER DATA'S REPRIMAND

PERSONAL LOG, CAPTAIN JEAN-LUC PICARD, *U.S.S. ENTERPRISE*

I was forced to reprimand one of my officers earlier. Commander Data was engaging in contact with a species that was not ready for first contact and therefore broke the Prime Directive. He detected a primitive communication signal and exchanged messages with a member of this species, a young child, who told Data about the destruction that was plaguing her homeworld. Thanks to the efforts of Ensign Crusher and Commander Data we were able to find the cause of the planet's geological instability and put an end to it, but Commander Data still had to be formally reprimanded for his actions. He accepted it with the grace and humility that I have come to expect of him, and I regret having to be the one to place this mark on his record.

But truth be told, I am quite proud of Commander Data. My duties as a Starfleet captain aside, I am amazed that an artificial life-form such as he was able to have such compassion. Now a species will get a chance to fulfill its own destiny rather than see itself destroyed. Did we save a species that would go on to become conquerors? Or did we spare a species that will be a benevolent new member of the Federation? Only time will tell. Until then, I hope Commander Data realizes that we continue to learn so much more about humanity, thanks to him.

It took a natural disaster to push the Klingons and the Federation towards peace. The Klingon moon of Praxis exploded, threatening to destroy the Klingon homeworld. Thanks to the efforts of Chancellor Gorkon and Captain Spock, the two sides signed the historic **Khitomer Accords.** This led to a full alliance between the two powers.



.: THE KLINGONS AND WORKING TOGETHER

If the Klingons have a weakness, it can be that they are prone to squabbling among themselves. Klingons are encouraged to develop bold personalities, and these bold personalities often clash when they cannot agree. A Klingon is taught from a young age that if someone challenges their honor, they must respond, and some Klingons take this even further by assuming that any challenge to their decisions is automatically challenging their honor. If a Great House challenges the honor of another during a military campaign, they will fight each other until the matter is settled before returning to fight their original enemy.

One challenge with the Klingon High Council is that there is always fierce competition for each seat. Some Great Houses become so powerful that few could ever dream to stop them save for their own rivals. This has not only made it harder for the High Council to respond to outside threats but it has even broken down into fierce civil war repeatedly throughout Klingon history. The most devastating and prolonged conflict between the Klingons was throughout the early 23rd century and only ended with the outbreak of the Federation-Klingon War when the Klingons once again unified together.

.: REFLECTIONS ON REPRESENTATION

PERSONAL LOG, CAPTAIN NYOTA UHURA, *U.S.S. LEONDEGRANCE*

As my retirement nears, and I see cadets cycle through my roster, eyes full of wonder as they experience warp travel for the first time, I see that familiar look in their eyes, especially from those cadets who look like me. They desperately want to see themselves in their own futures. It feels so long ago I learned about astronaut Mae Jemison in school, and how she inspired me to reach for the stars.

Every time I'm able to give a portion of that sense of wonder and faith to those coming up after me, it's the honor of my career. If they can see it, they can be it.

THE ROMULAN EMPIRE

THE ROMULAN STAR EMPIRE WAS A GALACTIC POWerhouse whose presence dictated the course of politics for centuries. The Romulans were not just a technologically advanced civilization but they were adamant about their own supremacy to the point their continued attempts at expansion through the use of espionage, sabotage, and sneak attacks from fleets of cloaked vessels made them a thorn in the side of the Federation since its very inception. Their downfall at the hands of the Hobus Supernova of 2387 led to the destruction of the Romulan Star Empire and saw their civilization scattered over countless worlds.

The Romulans were a splinter group of the Vulcans who emerged after a brutal civil war almost destroyed their homeworld. The Vulcans of that time period possessed powerful technology but also had strong, almost overwhelming emotions that threatened to destroy everything they had built. The utilization of psionic resonators and other devastating weaponry caused the Vulcan people to seek a means to control their emotions and saw the rise of the Vulcan philosophy of Surak, which centered upon logic as a means to advance an individual and to allow a Vulcan to retain control of their facilities. But not all Vulcans agreed with this philosophy and a great diaspora occurred on their homeworld. As the myriad fleets of Vulcans made an exodus away from their former homeworld, several settled in nearby systems where they either devolved into an earlier form of existence or died out.

After years of travel, the Romulans discovered the Romulus system and settled there. The Romulus system possessed ample resources such as the dilithium rich Remus, which would go on to supply the Romulans with enormous supplies of the rare resource and enable them to build a powerful fleet to protect their homeworld. The Romulans developed their own disciplines on how to manage their emotions and over time managed to achieve a state of emotional maturity more on par with humanity. This was not to say the Romulans were without fault: the Romulan sense of hubris was always felt to a great degree, and this colored their interactions with other species. The Romulans believed they would one day conquer the Galaxy and their advanced technology certainly gave them an edge.

The Romulans started to take an active role in the developments of other cultures. Wary of being caught by other power blocs throughout the Alpha and Beta

Quadrants, the Romulans dedicated themselves to absolute secrecy and forbade any outsiders from visiting their homeworld. When dealing with representatives of other species, the Romulans used intermediaries such as the Nausicaans and advanced holo-filters to disguise their true origins. The Romulans developed a powerful and effective intelligence apparatus known as the Tal Shiar through which they were able to spy on other civilizations and steal their secrets. The Tal Shiar, through the use of surgically altered infiltrators, manipulated others into acting on their behalf.

.: A TURNING POINT

The Romulans were on the verge of waging war across the Alpha Quadrant when they encountered a species that would go on to become the greatest enemy the Empire had ever faced: Earth and the young Coalition of Planets. Originally thought of as little more than a backwater world whose technological development would never be the equal of the Empire, Earth would go on to counter several Romulan plots that could have changed the fate of the Vulcans, the Tellarites, and countless others. If Earth had not foiled the Romulans' attempt to change Vulcan society away from logic and engage in civil war once more, then there may have been no stopping the Romulans from dominating the Alpha and Beta Quadrants.

The Romulans attempted to defeat Earth and its new Coalition of Planets during the Earth-Romulan War, which led to the formation of the Romulan Neutral Zone separating the two powers. Over the years, the Romulans engaged in multiple plots against the Federation, particularly when it came to trying to dissolve the Federation-Klingon alliance. The Romulans were mostly unsuccessful in their attempts and usually kept to affairs within their own borders. During the Dominion War, the Romulans initially signed a nonaggression pact with the Dominion, which greatly threatened the safety of the Alpha Quadrant. Due to the death of a prominent Romulan senator by what was believed to be a Dominion assassination attempt, the Romulans formally joined with the Alpha Quadrant alliance and fought valiantly throughout the remainder of the conflict.

It was towards the end of the Empire's existence that the Federation would greatly influence them for a final time. The Dominion War weakened the Romulans, and a coup led by the Reman leader Shinzon saw the demise of the Praetor and the Romulan Senate. Shinzon's plot almost saw the destruction of Earth at the hands of a thalaron device but fortunately the crew of the *U.S.S. Enterprise*-E not only defeated Shinzon, but also managed to gain several allies within the Romulan government. Soon the Romulans started to soften their approach on several important issues such as granting the Remans increased independence or opening trade routes with other systems. As Romulus started to embrace new ideas, they were unprepared for what happened next.

.: HOBUS AND THE DEATH OF AN EMPIRE

The Romulan Star Empire's demise would come not at the hands of an enemy but at perhaps the hands of their greatest weakness; their own hubris.

In 2387 while on a routine mining expedition, a Romulan ship encountered an extremely rare vein of Red Matter on an asteroid orbiting the star in the Hobus system. Red Matter is a highly unstable substance capable of magnifying the energy of a blast to an unparalleled degree. While the Romulan Senate debated on what to do next, the star went supernova, channelling an enormous amount of energy from the star's demise into the nearby Red Matter and creating an even more massive explosion that created a shockwave that went across parsecs.

The shockwave annihilated entire solar systems in an instant, and while the Romulans did their best to evacuate the worlds in the shockwave's path it was much too late to save their home planet. Romulus and its outlying systems were destroyed, and the Romulans were immediately turned into refugees who lacked even the most basic of essentials. The Romulan Star Empire's desire for secrecy meant that much of their engineering and technological secrets were kept on databases on Romulus and their primary shipyards and energy production were likewise located close to the Empire's center. The Galaxy watched as a civilization dedicated towards conquest and supremacy was gutted overnight.

Worlds that had long languished under Romulan rule now fought for their own liberation as Romulan overseers were executed and precious resources seized by the planet's natives. Civilizations like the Gorn, the Breen, and the Klingons annexed Romulan border worlds and the once-mighty Romulan Star Navy was virtually destroyed within a few years. Due to a lack of technological understanding, the Romulans were unable to reproduce the *D'deridex* and *Valdore*-class vessels that had once been a feared sight throughout the Galaxy. The Empire fell under the rule of local warlords that maintained power through fear and intimidation.

The Federation attempted to aid the Romulans in the 25th century, but due to severe public outcry, attempts to aid the refugees were largely unsuccessful. The Romulans struggled to rebuild as a people and Romulan society slowly shifted away from conquest and towards more cerebral pursuits. Over time, the Romulans were able to once more unite with their brethren on Vulcan, creating the new planetary government of **Ni'Var**. In the 32nd century, Romulans and Vulcans coexisted alongside each other, with the Vulcans teaching their distant cousins the benefits of the pursuit of logic while the Romulans taught Vulcans about how controlling emotions might lead to a more fulfilling existence.

CARDASSIAN UNION

ONE OF THE LATEST EMPIRES TO RISE TO PROMInence in the history of the Alpha and Beta Quadrants, the Cardassian Union (or Cardassian Empire as it is sometimes known) was a formidable civilization whose war with the Federation lasted from 2347 to 2366 and ended with the formation of a demilitarized zone between the two powers. This zone contained colonies belonging to both sides which endured long-running conflict between the two powers as the Cardassians and a rogue Federation militia group known as the Maquis engaging in warfare against each other that saw numerous colonies destroyed and hundreds dead. The conflict with the Maquis ended when the Cardassians received assistance from the Dominion.

The Cardassians prided themselves on a brutally efficient justice system and an intensive and focused educational system. Their justice system created worlds where the slightest infraction was punished harshly and the verdict was predetermined by the state with almost no chance to appeal. The misuse of this legal system led to countless off-worlders and Cardassians becoming imprisoned or even executed for crimes they did not commit. Their educational system stressed that each Cardassian learn to hone their memories to the point that they could remember images they saw even briefly, and taught Cardassian youths that their lives were only of use if they were dedicated to the state.

To understand why the Cardassians viewed themselves the way they are, one only has to look at the events that shaped their society. By the end of the 22nd century, Cardassia was an advanced, if impoverished, republic still utilizing the system of government they had established in the 19th century. Under the rule of the First Republic, the Cardassian Union consisted of the Detapa Council, which oversaw all civilian matters; the Central Command which oversaw the numerous Cardassian Military Orders as well as their fleets; and the Obsidian Order, a shadowy intelligence agency whose brutality and skill would be feared well into the 24th century.

The Cardassians of the First Republic were considered gifted when it came to philosophy, art, and literature, but rampant poverty caused their society to become militant. By the close of the 23rd century, Cardassia was ruled by the military which stressed aggressive expansion. Within a century, Cardassia Prime was rebuilt into a modern and powerful planet and the sight of *Galor*-class vessels filled other species with fear. At the onset of the 24th century, Cardassia invaded and overpowered their neighbors, the Bajorans, and occupied their homeworld for over 50 years.

The Cardassians might have remained a formidable power if not for key events that weakened them to the point they became a client state of the Dominion. First, the Obsidian Order was destroyed when Dominion infiltrators convinced them to side with the Tal Shiar in an ill-fated expedition to destroy the Founder's homeworld. Civil unrest led to the overthrow of the Cardassian government and the new Detapa Council contended with the merciless Klingon invasion of their borders. After a coup by Gul Dukat which led to the Cardassians joining the Dominion and served as the precursor to the Dominion War, the Cardassian Empire declined further. By the end of the Dominion War, hundreds of millions of Cardassians were dead, their planet was in ruins, and their empire was reduced to a cluster of systems.

Yet, there was still hope. As the Cardassians struggled to rebuild, their new government put an emphasis on learning and the arts rather than militaristic expansion. Cardassia would soon become renowned for their textiles and their new wave of artists and poets, and, by the 32nd century, the Federation President was of Cardassian descent.

FERENGI ALLIANCE

THE FERENGI ALLIANCE REPRESENTS A COMMERcial powerhouse in the Galaxy, with enterprises going deep into the four quadrants. With their hands in virtually every business and commodity, the Ferengi will do their best to protect their business interests through any means necessary. The Grand Nagus has almost sole command over the Ferengi economy and his commands are carried out by the FCA, the Ferengi Commerce Authority. The FCA has broad purview on how to protect and maintain the vast financial empire of the Ferengi and are given broad discretion to do so, including being allowed to intimidate others through violence or even executing Ferengi who threaten to destabilize the economy.

Ferengi are obsessed with wealth to the point it is the dominating factor in their lives. For the longest time, each Ferengi's worth was measured by how much gold-pressed latinum they had in their accounts. Ferengi are starkly different from Terrans or the Vulcans in that they only seek to better themselves if it means they stand to gain a profit.

Ferengi saw their society start to shift dramatically towards the end of the Dominion War. Under the auspices of the new Grand Nagus, Rom, Ferengi society started to see expanded rights for women, more fair business practices towards laborers, and even a slight reduction in the numerous fees and taxes built into the day-to-day operation of their planet. There was some pushback regarding this, and Grand Nagus Rom had to work hard to keep his title as well as prevent these changes from being rolled back by remnants of the old FCA.

Ferengi ships are led by a DaiMon who operates the ship as a business venture. Ferengi vessels usually have the latest technology of their era, as no DaiMon would dare leave port without guaranteeing the upgrades they paid for were the best of the best. The fierce competition in Ferengi society means their scientists are among the finest; unfortunately, most enter the sciences with the hope they discover something profitable. Countless breakthroughs are often dismissed as being not profitable enough.

By the 32nd century, there were Ferengi serving in Starfleet, and the *U.S.S. Nog*, named after the famed Starfleet captain of the 25th century, was one of the first ships given dilithium to help spread Starfleet's message of peaceful exploration once more.

ORION SYNDICATE

IT IS RARE FOR AN ORGANIZATION TO GROW SO POWerful that it can give Starfleet pause, but the Orion Syndicate was one of the most ruthless and feared organizations operating in the Alpha and Beta Quadrants. The Syndicate was a criminal organization responsible for countless thefts, assassinations, and trafficking of illicit goods, drugs, and slaves. The Syndicate was so powerful that it was often the target of purges and arrests by authorities throughout its long existence, and was thought to have been destroyed on numerous occasions.

Established centuries ago during the height of the Orion Empire, the Orion Syndicate was not just comprised of Orions. Members of any species could earn the right to join so long as they agreed to abide by the Syndicate. Members were expected to turn over a share of their profits to the organization, to abide by their rules of conduct, and to never work with law enforcement or turn over evidence about the existence of the Syndicate. Breaking these rules came with a death sentence, and not just for the guilty party in question: to become a member of the Syndicate one must be witnessed by another, and should a member break the rules, the Syndicate often demanded the life of the one who vouched for them.

The Syndicate very nearly came to an end when the Syndicate allied itself with the Dominion. While the Syndicate's actions had never been tolerated by the authorities, they were content to leave the Syndicate to law enforcement authorities and the occasional arrest by Starfleet or the Klingon Defense Force. It was this betrayal of the Alpha and Beta Quadrants that led to the most effective and decisive purge of the Syndicate after the Dominion War as Starfleet sent its ships into Syndicate territory to eliminate its many bases.

By the 32nd century, the Syndicate had evolved into the **Emerald Chain**, a collection of pirates, mercenaries, and smugglers operated under the guise of a courier service and possessing the bulk of warp-capable cruisers

available after the events of The Burn. When rumors of a new source of dilithium emerged, the Emerald Chain threatened to seize it for themselves and did their best to thwart the efforts of Starfleet, although they were unsuccessful. As Starfleet and the Federation rebuilt themselves, the Emerald Chain was forced back into hiding.

BORG COLLECTIVE

FEW NAMES FILL INDIVIDUALS WITH SUCH DREAD AS the mention of the Borg. Considered one of the gravest threats the Galaxy ever faced, the Borg were a collective of cybernetically enhanced organisms organized into a hive structure. A single Borg was a dangerous opponent, possessing a personal shield generator capable of identifying and adapting to different energy wave patterns.

The Borg often behaved in perplexing patterns. If an individual was not perceived as a threat, they were ignored. Starfleet crew members reported they were able to beam aboard Borg ships without being attacked, and in the Delta Quadrant Borg ships routinely passed through a species' territory without attacking. When the Borg decided a species has become too powerful or if their distinctiveness might enhance the Collective, they attacked in force.

The Borg's primary vessel was a cube ship, which was a utilitarian but powerful vessel capable of being repaired thanks to thousands of drones onboard. Utilizing a wide variety of weapons, a single Borg Cube was able to decimate the Starfleet ships assembled at Wolf 359.

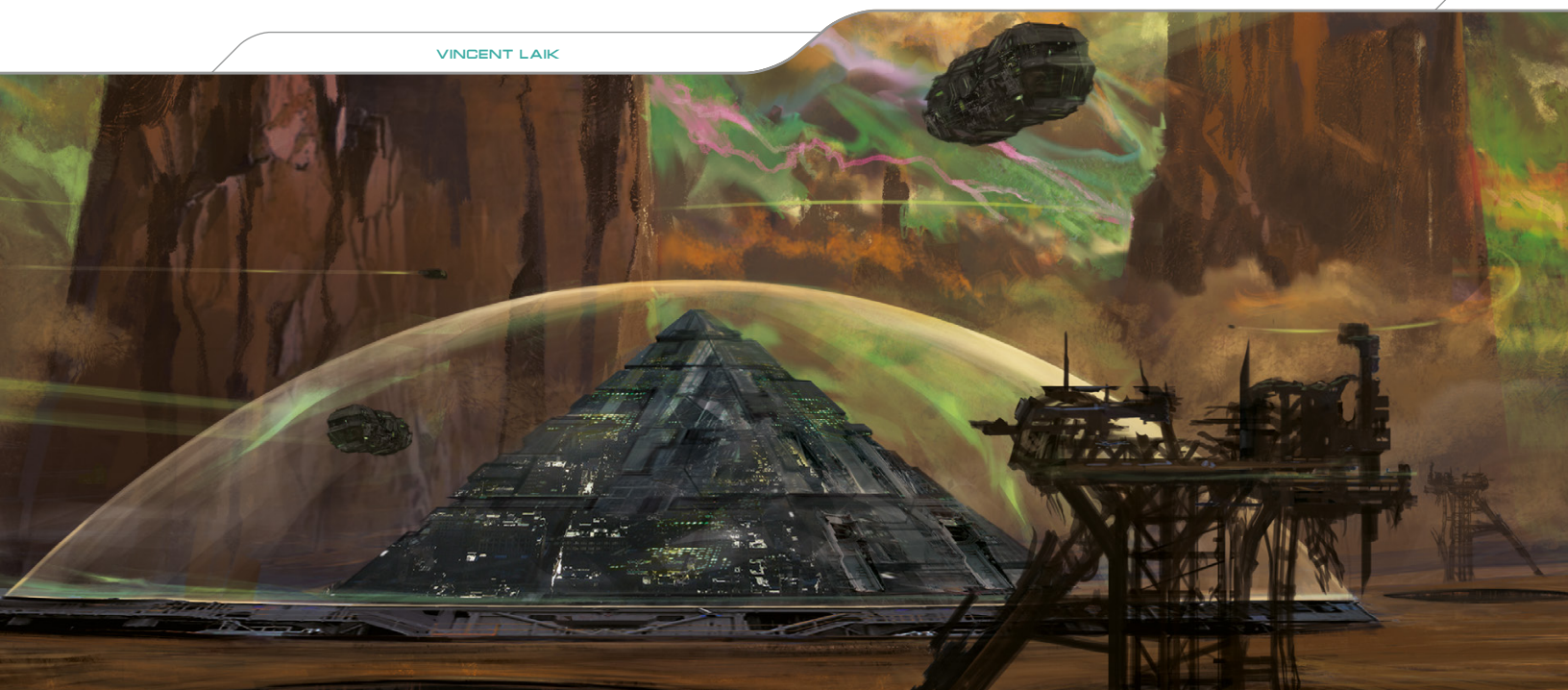
The Borg assimilated individuals through their use of nanite technology. The assimilated individual was taken onto a Borg vessel where their strengths were catalogued, a role in Borg society was assigned to best fit their strengths, and they were surgically modified to best fulfil that role. While it was possible to reverse this transformation, those who had been assimilated reported nightmares and the ability to hear Borg communications years after their assimilation.

The Borg were able to construct a massive galactic transwarp hub network that allowed the Borg to be able to send their ships virtually anywhere. Their nanites were also able to repair dead tissue and could be utilized to heal or even resurrect an individual once dead. It is for this reason that Borg technology was in high demand on the black market.

The Borg threat was thought to have been eliminated on numerous occasions, but the Borg always found ways to come back. Abandoned Borg cubes were recovered and isolated Collectives were encountered on worlds where the Borg managed to break away from the primary Collective.

It is believed the final destruction of the hostile Borg and their last remaining Borg Queen came about during the events of the Frontier Day Massacre in the early 25th century. It was only through heroic efforts by Captain Picard and his crew that the crisis was averted and the Borg apparently destroyed forever.

VINCENT LAIK



A VAST COLLECTION OF SPECIES ALL UNITED UNDER one banner, the Dominion used brutality and fear to keep its members in line. Those who did not accept the offer of entry into the Dominion saw their skies fill with hundreds of Jem'Hadar fighters and capital ships as their governments were destroyed and replaced with Vorta overseers, who administered each system under the auspices of the mysterious Founders.

What made the Dominion so dangerous to the Federation of the 24th century was not just their brutality but their advanced technological skills that often exceeded the understanding of the best Federation scientists. The Dominion employed vessels whose polaron beams were capable of cutting through Starfleet shields.

It was not just their technology that made the Dominion such a formidable threat. The Dominion made use of genetically-engineered soldiers known as the **Jem'Hadar**, whose entire culture was carefully cultivated to focus only on warfare. They were addicted to a drug known as ketracel white, which supplied them with all the nutrition they needed and ensured their loyalty. Overseeing the Jem'Hadar were the **Vorta**, whose genome was modified to make them genial, diplomatic, and ruthlessly manipulative in order to force other species to comply with the whims of the Founders.

The Founders were perhaps the most insidious threat within the Dominion. Also known as Changelings, the Founders had a strong distaste for other life-forms due to centuries of persecution and genocide. They founded the Dominion not only to protect themselves, but to make sure the rest of the Gamma Quadrant left them alone. Changelings were such a potent threat because of their mastery of changing their forms; a Changeling could assume not just the form of an object but most of its inherent traits as well. Changeling saboteurs were able to eliminate a target, take its form, and then spread chaos behind enemy lines.

The conflict with the Dominion devolved into open warfare in the mid-2370s. Known as the Dominion War, the Dominion allied itself with the Cardassian Union and signed non-aggression packs with the Romulans, the Miradorn, and other species. The war lasted for over two years and millions of civilians and military personnel died. The Dominion established footholds on Deep Space 9, Betazed, and countless other Federation worlds and installations. The war ended with the Cardassians turning on their allies, although the Dominion exacted a heavy toll for this betrayal. It was only thanks to the efforts of Captain Benjamin Sisko, the Changeling Odo, and the crew of the *U.S.S. Defiant* that the Founders had a change of heart and sought a peaceful resolution to the war.

There were other species working for or under the auspices of Dominion rule. The **Karemma** were merchants and primarily responsible for maintaining the massive economy of the Dominion, although contact with the Ferengi Alliance threatened to destabilize their economy as Ferengi business practices started to become the norm. The **Drai** were scientists skilled in the art of genetic manipulation and cloning, and were the creators of the **Tosk** and the Jem'Hadar. Other species within the Dominion went back and forth between helping Starfleet and trying to avoid any suspicion of working with them out of fear the Founders would send the Jem'Hadar to seek bloody retribution.

.:ON FAITH, LOST

WEYOUN, THE LAST ITERATION

So, it has finally happened: the Founders have declared that the great war in the Alpha Quadrant is over. Where once our fleets were unstoppable, they are now in tattered ruins. The Founders themselves have commanded the Jem'Hadar to stand down. I woke up in a ruined command center, my stasis pod automatically releasing me upon confirmation of the destruction of my predecessor.

We may have lost this war, but we will be triumphant again! Surely the Founders have some plan which we are unable to see, and this ruse of theirs (which it must be) will lead to the destruction of our enemies and the supremacy of the Dominion throughout the Galaxy. But until then, I must be careful. The Cardassians are traitors, the Breen surprisingly ineffective, and our forces on this side of the anomaly are leaderless. I must get off this unbearably bright and hot planet and back through the anomaly. Once I've done that, the next great effort begins.

OTHER CIVILIZATIONS

IT'S WORTH MENTIONING SEVERAL OTHER GALACTIC powers that were major influences on the Federation from the 22nd to early 25th centuries.

The **Tholian Assembly** is a formidable empire and one of the largest in the Alpha Quadrant to consist of non-humanoid species. The Tholians are a silicon-based species whose natural environment includes temperatures in excess of 207° Celsius. They are an aloof species who prefer to remain distant from their neighbors and would happily remain concerned with their own affairs if not for the fact their neighbors prize the bountiful resources of their colonies. They are able to colonize worlds considered inhospitable to carbon-based life and are able to mine the rare resources there more capably than other civilizations. Tholian silk, which is highly prized throughout the Alpha Quadrant, is a rare but luxurious product in high demand by various civilizations.

The Q Continuum was comprised of omnipotent energy beings known throughout the Galaxy for their abilities to alter reality to their wishes. It is unclear what their relationship was with other energy beings, but what is known is the Q were governed by the **Continuum**, a body responsible for policing the actions of renegade Q as well as settling disputes that may affect the rest of their species. The Q encountered by Admiral Picard was a particularly mischievous Q, but that Q was not the only dangerous one. It is said that the Q Civil War of the 24th century so brutally affected reality that it caused stars to go nova.

There are numerous species in the Delta Quadrant that, while remote, still influenced the Federation thanks to the *U.S.S. Voyager*'s historic journey. The aggressive **Hirogen**, large humanoids who were obsessed with hunting and who viewed Federation ships as worthy prey to be hunted. The many factions of the **Kazon** controlled huge swathes of territory and the **Vidiians** stalked the quadrant for the organs of sentient beings to counteract a plague they were suffering. There were also the **Talaxians**, whose contributions to galactic cuisine cannot be understated. It was thanks to *Voyager*'s exploration of the Delta Quadrant that technologies such as galactic communication and transwarp drive reached the Federation.

.: JOIN THE NYBERRITE ALLIANCE

CAPTAIN OSERRD, TELLARITE CAPTAIN OF THE NYBERRITE ALLIANCE CRUISER *ADVENTURE*

Are you someone who seeks opportunity? Are you tired of the brutal discipline of the Klingon fleet or the monotony of manning a Federation deep-space research station? Then join the Nyberrite Alliance! We are a fleet of privately-operated vessels who provide protection services for systems outside the purview of Starfleet. Our ships are crewed by some of the finest beings in the quadrants, and we are always hiring seasoned officers with experience in Starfleet, the Klingon Defense Force, and the Romulan Star Navy!

If you've always wanted to clash with pirates above dying stars, protect hardworking colonists, or just want a steady stream of latinum without being constantly guilted about Federation ethics, seek out a Nyberrite recruiter today! We have enlistment offices on Deep Space 9, Orion Prime, and Ferenginar, with more offices opening soon!

The **Pakleds** came into prominence towards the end of the 24th century. Once considered a simplistic species whose development was rushed by outside influence, the Pakleds created a small empire for themselves out of the remains of other civilizations' vessels. Their method of speech appeared primitive, but xenolinguistic specialists suggested the Pakleds were more intelligent than they appeared. Their use of cunning and guile alongside unleashing overwhelming firepower made them a formidable threat to interstellar trade.

.:CHAPTER 1.3

ERAS OF PLAY

"I RATHER BELIEVE THAT TIME IS A COMPANION WHO GOES WITH US ON THE JOURNEY AND REMINDS US TO CHERISH EVERY MOMENT, BECAUSE IT WILL NEVER COME AGAIN."

- CAPTAIN JEAN-LUC PICARD

RODRIGO GONZALEZ TOLEDO

AMBASSADOR RAYMOND MERTON

In my brief excursions with the Guardian of Forever (the less said about that, the better), I've been reminded that Federation history, indeed, the history of our Galaxy, is replete with storytelling possibilities, grouped into specific key periods. Let's review those key periods now.

THE STORIES TOLD IN *STAR TREK* AND ***Star Trek Adventures*** speak to the possibility of a hopeful future and a united push into the cosmos. Though the stories describe how these future events are represented, humanity's relationship with space and their surrounding galactic neighbors changes over the centuries. From the brash curiosity after first contact to the political innovation involving cubic light-years of space, many eras and outlooks can be used as the foundation for individual missions and campaigns.

Typically, campaigns and pre-written missions revolve around a single era of play, though space and time are malleable and it is possible to visit different eras in a single story or campaign if it makes sense to do so. Regardless of recommended eras of play, pre-written adventures offer suggestions for adapting their contents for other eras.

Aside from the characterization of humanity, the biggest difference among the eras of play is technology. When Zefram Cochrane first broke the warp barrier in 2063, sustainable fusion reactions had just barely been achieved, whereas in future eras of play, fusion reactors smaller than a person are installed in every Starfleet shuttle.

Perhaps the greatest example of technological change throughout the centuries is spaceframes. Ships are designed to house the technologies of the times and are usually only used for around a century until the technological systems can no longer be contained within the frame's structure.

.:ERAS ON SCREEN

For the most part, eras in ***Star Trek Adventures*** are broken down by century. Each of these centuries has broadcast series and movies that use the technology and political framework of the time. While a story in ***Star Trek Adventures*** doesn't have to be adapted directly from canon, these series and movies are excellent references for players to get their creative energies flowing.

Review the timelines presented inside the back cover to see which series and movies map to which era of play your group may choose to play in.

2199 AND PRIOR: FIRST CONTACT AND THE BIRTH OF THE FEDERATION

MOST OF THE MAJOR SPECIES IN THE GALAXY BEgan exploring space in the 19th through the 22nd centuries. Humanity was one of the last major polities to push out beyond their system and was viewed as a nuisance by many, since Earth had been devastated by climate change and World War III. The Vulcans assumed the rash and often illogical people of Earth would sow chaos in the Galaxy, so they refused to share their technologies with the fledgling United Earth Space Probe Agency (UESPA) and kept a close eye on their foray into Space.

While the Vulcans were monitoring humanity's progress, they were also at odds with the passionate Andorians, seeing their relationship with the species turn into a near war. This relationship was put to the test when ships representing the UESPA began meddling with it. Though the three polities didn't realize it at the time, these interactions would eventually transform into the **Coalition of Worlds**, the core of what would become the **United Federation of Planets**.

With the addition of the Tellarites to the Coalition, these civilizations united against a terror that shook the Alpha Quadrant as a species that none of the them had seen in physical form began exerting their presence. The mysterious Romulans were an enemy of the Vulcans. At the end of the 22nd century, the Romulans were overlooked no more as they aggressively attacked supply lines, communication relays, and vessels located in and around their space. These menacing acts drove the Coalition to declare war. Using hit and run tactic and surgical strikes, the war dragged on for nearly five years with both sides suffering major losses. After the **Battle of Cheron**, a treaty was signed that established the Neutral Zone and ensured the Romulans would never need to reveal what they looked like.

▷ RUN THIS ERA IF THE GROUP:

- Wants simpler technology in the campaign.
- Enjoys first contact stories.
- Has curiosity as a driving force.
- Wants to play a more modern (present day) story.

.:IDIC IS SIMPLE, YET COMPLETE

PERSONAL LOG, COMMANDER T'POL (2160)

My time among Humans has been *challenging*. They can be so very impulsive, so overtly emotional, so...fragrant. Sometimes I question whether their adherence to bathing in water would not be better replaced by directed aural waves. Their idiosyncrasies aside, and though I am loathe to admit it, we perhaps have as much to learn from them as they do from us.

"Meeting each other halfway," as Humans say, is very similar to the Vulcan principle of honoring our differences known as IDIC. At times I struggle to remember that Infinite Diversity in Infinite Combinations is the whole of it. "Infinite Diversity Only in Non-Infinite Combinations that I Personally Agree With" has never been the goal. Besides, IDONICIPAW is certainly more unwieldy to say.

It seems some of Commander Tucker's humor is still with me. I choose to cherish it.

Once the hostilities ended, the member worlds of the Coalition had earned each other's respect and decided to formalize the union. This formalization became the Federation and its charter was signed in 2161.

.:21ST AND 22ND CENTURY CAMPAIGNS

This era is perfect for semi-lawless, Wild West-like campaigns, as there are many factions operating without regard to others. Also, because many warp engines cannot exceed warp 5, pirate-like factions have free rein to plunder ships before anyone responds to distress calls.

Another approach could be a campaign focusing on the diplomatic and political landscape of space near the Sol system. With dozens of species spreading out through space, new interactions happen all the time and navigating the political waters requires strong diplomacy.

▷ TECHNOLOGY THROUGH THE CENTURIES

One key factor in determining which era of play to use for your game is what you want your character to accomplish, given the technology of the time.

2199 AND PRIOR

In the 2150s and 2160s, the United Earth Starfleet made use of cutting-edge technology. The NX-class was the first Human vessel to be able to travel at warp 5. The introduction of phase cannons and photonic torpedoes—predecessors to the phasers and photon torpedoes used in later centuries—gave Starfleet vessels like the *Enterprise* and *Columbia* an edge. However, they had not yet introduced deflector shields, relying instead on polarizing the ship's hull plating to repel fire. Similarly, early Starfleet vessels made use of grappler cables rather than tractor beams. The *Enterprise* was also the first Human vessel to be equipped with a transporter capable of transporting people, rather than just cargo.

When it comes to personnel, the phase pistol and particle rifle are the standard weaponry of the time, preceding the introduction of phasers. Early scanners—like the more advanced tricorders that would replace them—aid Starfleet officers in studying phenomena and analyzing problems. The universal translator was also invented at this time, but it was experimental at first; the linguacode translation matrix developed by noted exo-linguist Hoshi Sato made the universal translator much more reliable. When it comes to sustaining the crew on a long journey, protein resequencing allows a starship to synthesize a range of different foods, though this is normally supplemented by produce from a hydroponics bay.

Starfleet adopted several technologies from its allies over the latter decades of this century, integrating shields, tractor beams, and several advances in warp propulsion and energy weaponry. The earliest ships of the century had all been made obsolete due to advances made during the Earth-Romulan War and the founding of the Federation.

2200 TO 2299

A century after the founding of the United Federation of Planets, many of the technologies new at that time had become commonplace. Starships capable of achieving warp 7 and warp 8 were Starfleet's ships of the line, and phasers, photon torpedoes, deflector shields, and tractor beams are all part of a ship's standard complement of tools. Transporters capable of moving people are ubiquitous and personnel transport to and from a planetary surface more often than they use a shuttle.

Personnel carry phasers and tricorders regularly, and the universal translator is much more compact, with versions built into standard communicators. Food synthesizers allow the near-instantaneous production of a wide range of foods, and replicators enable crews to make spare parts for long journeys.

By the end of this century, starships able to travel at warp 9 were becoming more common, and the experimental *U.S.S. Excelsior* served as a testbed for many advances in faster-than-light travel collectively referred to as **transwarp**. While it was less successful than was hoped, the lessons learned would still revolutionize warp travel for generations to come.

2300 TO 2399

By the 24th century, most of the technologies commonplace a hundred years earlier had been refined further. The biggest differences to technology is the introduction of interactive holography and the widespread adoption of replicators.

Holography, specifically in the forms of holodecks and holosuites, allow realistic simulations of environments, situations, and even people to be created for training, study, or recreation. As the technology grows more advanced, the creation of holographic entities such as the Emergency Medical Hologram becomes possible, and holo-emitters can simulate matter on a molecular level, producing near-perfect simulacra of people and places. These developments in holography continue to advance to the end of the century, with holographic crews able to supplement personnel on ships with small crews like *La Sirena*.

Other advances in synthetic life and artificial intelligence make strides, with the works of Doctor Noonien Soong at the forefront of the field, with his androids Data and Lore serving as exemplar and cautionary tale, respectively. However, this field experienced a major setback in 2385 when a major rebellion of synthetic laborers resulted in a devastating attack on the Utopia Planitia shipyards on Mars.

▷ TECHNOLOGY THROUGH THE CENTURIES... CONTINUED

Replicators—as an outgrowth of transporter technology—are a revolutionary advantage, allowing inanimate objects to be recreated instantly, accurate to a molecular level. This allows food to be created, but also a great many other common items, and those same items can be recycled by placing them back into the replicator and dematerialized. Replicators are also used to supplement life support: dematerializing surplus carbon dioxide and replacing it with oxygen to maintain a breathable atmosphere, and replicating all the water needed aboard ships and starbases, while dematerializing waste. The most sophisticated replicators—operating at the same quantum level as personnel transporters—can even replicate tissue for organ transplants, blood transfusions, and other medical purposes, though this takes much more computing power.

Conflicts with the Borg and the Dominion, and the loss and recovery of the *U.S.S. Voyager* from the Delta Quadrant, furthered technology development, with many experiments in new forms of propulsion, power sources, weapons, and defense.

2400 TO 2499

Starfleet begins to reverse-engineer Borg technology. Not only does Starfleet create shield emitters that can project shields over other ships, but the emitters can also power up a nearby ship's shields. In addition, some ships implement nanites that begin repairing hull damage the moment it's inflicted. Starfleet begins experimenting with different particles in their phasers and torpedoes with chronitons, gravitons, polarons, and tetryons, providing a versatile armament that could provide different advantages over the multitude of enemies Starfleet encounters. In addition to exotic particles, several ships are outfitted with massive weapons known as spinal lances that run the length of their secondary hulls. Capable of releasing massive amounts of energy in a single shot, these weapons are extremely powerful but are just as restrictive as fixed canons from the 22nd century in that the ship needs to be maneuvered into position to fire them.

2500 TO 3099

While so much of this time frame is subject to paradoxes from the Temporal Wars, several advances in defensive and offensive technologies are likely to be accurate. Many ships are outfitted with temporally-anchoring shields which protects ships from the temporal displacement and chroniton weapons that dominated the later years of the wars. Additionally, chroniton torpedoes and particle weapons are used on many fields of battle, slowing or accelerating enemies into disadvantageous positions.

3100 TO 3199+

Technologies of the 32nd century developed to the point where incredible computer processing power combined with matter replication allowed for equipment to be miniaturized into very small volumes. Transporters, which in the 24th century had taken up hundreds of square meters, could now be contained in objects as small as combadges. IMT-C stemming from the temporal cold war and using closed time like curves and probabilistic interstitial computronics, allowed computers nearly instant access to vast amounts of information and could even predict future outcomes to a high degree of success. Self-aware AI was limited to specific regions of the Federation datascape, but fully synthetic species of life-forms that existed entirely as flowing information coexisted with biological species.

While rapid technological develop was nearly stopped by The Burn and the easy exchange of physical goods due to more difficult faster-than-light transit, the Federation member worlds continued to exchange information, research, and new ideas via subspace. Matter replication technology could instantly build a device designed on a world dozens of parsecs away, and holographic subspace communications ensured scientists felt like they were in the same room with their colleagues.

As the Federation and associated splinter groups recover, a new golden age of science and technology is blooming.

2200 TO 2299: EXPLORATION AND EXPANSION

AS THE CENTURY TURNS, THE UNITED FEDERATION of Planets continues to work out the kinks of their fledgling union and the Klingon Empire is distracted by a series of internal house wars. While slow at first, with many planets not trusting the Federation, the expansion speeds up near the end of the century, incorporating dozens of new member worlds into the fold.

.: AD ASTRA PER ASPERA

PERSONAL LOG, LT. CMDR. UNA CHIN-RILEY, *U.S.S. ENTERPRISE* (STARDATE 2397)

It's remarkable how even a place as welcoming and friendly as the Federation can still maintain biases against those who are different. Even Starfleet has lingering prejudices. I knew that going in, but I signed up anyway, even though it meant I had to hide the truth of who I really am.

No one should ever have to do that, and yet it's exactly what I did. Why would I do that? I've asked myself that so many times, and it comes down to that I believe they can be better. I believe they *want* to be better. And I believe in the capacity for change. Anyone can. Anyone *will*...if they want to.

So, the question for the Federation, for Starfleet, for all of us is this: who do we *want* to be?

As scientific knowledge and experimentation began being shared among Federation worlds, several technological advancements became the focus of both scientists and engineers alike. The first piece of technology that revolutionized starships and their computing power was the duotronic computer system. This system allowed ships to process more data than they ever had before and paved the way for the advanced transporters and replicators to come in future decades. The second technological focus was the warp speed barrier. Several projects were introduced to try to move ships faster than warp 10, including the 'Great Experiment' transwarp drive and the displacement-activated spore hub drive.

When the expansion of the United Federation of Planets accelerated, a lone Klingon sought to bring their houses together under a single cause in the name of Kahless the Great. To instigate this union, T'Kuvma orchestrated a war against the United Federation of Planets in 2256 and, though he died early in the war, his followers continued to attack the Federation, whittling their defenses by nearly 75% before a cease-fire was struck in late 2257. Though taking course over a relatively short amount of time, the Federation-Klingon War of 2256 was the most devastating war the Federation had been a part of to date.

Meanwhile, in the shadow of the war, an old enemy began pushing their borders beyond the neutral zone established nearly a century prior. Seeing the recovering Federation as distracted and easy to manipulate, the all-but-forgotten Romulan Star Empire began striking at Starfleet vessels that came close to the neutral zone. These engagements eventually led to the Romulans revealing who they truly were: a splinter species of Vulcans who had rejected Surak's reforms. The secret of the origin of the Romulans had been stricken from the telling of Vulcan history as they were considered Surak's biggest failure. Now, after taking a century to organize their people, the Romulan Star Empire became a galactic threat that no one could ignore.

.: 23RD CENTURY CAMPAIGNS

While many campaigns in this era revolve around exploration and gaining new knowledge, the time is also one where espionage and reconnaissance is extremely important. With neutral zones along both the Klingon and Romulan borders, monitoring and reporting on adversary activities is a necessity to ensure another war won't break out. This reconnaissance often takes on the guise of listening posts but, just as both the Klingons and Romulans were doing, Starfleet sometimes conducted covert missions into the neutral zones to chart planets that may one day be targets that gave their enemies an excuse to breach the neutral zones themselves.

▷ RUN THIS ERA IF THE GROUP:

- Wants to engage in diplomacy or espionage stories.
- Wants to explore their curiosity.
- Wishes to explore war stories.
- Enjoys weird new science concepts.
- Enjoys exploration for the sake of exploring.

2300 TO 2399: NEW ALLIES AND NEW ADVERSARIES

AS THE CENTURY TURNED, BOTH THE UNITED Federation of Planets and the Klingon Empire continued to rapidly expand their territory in the Beta Quadrant, nearly enveloping the Romulan Star Empire's region as the secretive nature of the polity's government kept them from expanding as rapidly. With the Federation and Klingons surrounding nearly half of the Romulan's territory, the Romulan Imperial Senate was forced to abide by the newly defined neutral zone and to try to find common ground with their two greatest rivals; or at least that's what the Senate wanted them to believe.

It was with this cover the Romulans began their push into the Shackleton Expanse, a region their enemies had not begun exploring in earnest. This push led to the **Battle of Narendra III** in 2344 in which the Romulans attempted to remove the Federation and Klingon Empire from their one outpost on the edge of the Shackleton Expanse. With a united front, the Klingons and Federation fought off the Romulan attack and then signed a treaty in the wake of the battle. This treaty called for a joint Federation and Klingon presence on Narendra Station so both polities could begin exploring this new tract of space.

The expansion outward was made possible by advances in several technologies implemented in the early part of the century. Older ships became overshadowed by newer vessels that boasted the LCARS computer interface and isolinear computers. These advances gave ships customizability and processing speed at their stations and freed up much-needed power for the other new technologies on the vessel, such as stronger tractor beams and shields.

The latter half of the 24th century saw much turmoil which began with the crew of the *U.S.S. Enterprise*-D being exposed to an alien collective known as the Borg. During this encounter, Captain Picard was assimilated, and became the entity known as Locutus. Under this new moniker, Locutus helped lead one of the most devastating attacks in Federation history, the **Battle of Wolf 359**. This attack left nearly 40 ships destroyed and roughly 11,000 officers dead. This attack was the inciting event for Stafleet to begin working on more powerful weapons and warships while moving toward the 25th century.

While the Beta Quadrant saw much action among the three largest cultures in the Orion Spur, the Federation also continued its push into the Alpha Quadrant. It was here the Federation met the Cardassian Union, a totalitarian military dictatorship that had dominated its region with an iron fist. With Cardassian Central Command and the Obsidian Order unified as a single force, the Union conquered numerous worlds in the Alpha Quadrant, including the sovereign planet of Bajor.

With no clear border established between the United Federation of Planets and the Cardassian Union, there were several instances of both factions calling claim to the same planets, and even having settlers from both cultures setting up on the same worlds. This led to the **Federation-Cardassian War of 2347–2366**. This war led to planets in the region forming their own standing militaries and militias, most notable the Maquis, who continued to fight the Cardassian occupation of worlds even after the war had ended.

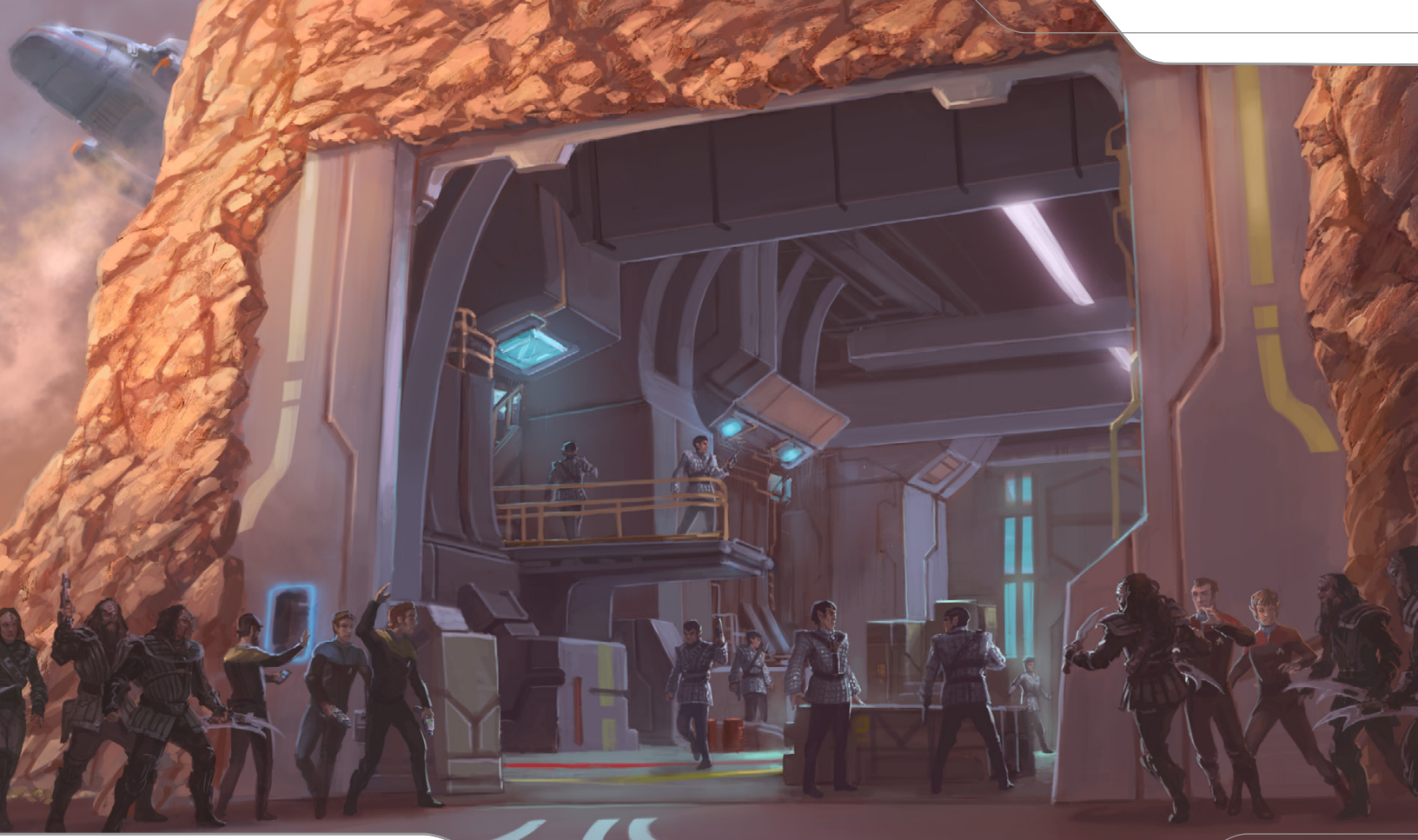
To make things even more dire for the Federation, the Borg appeared again and launched an assault on Earth. Starfleet's response was quickly thwarted as the *U.S.S. Enterprise*-E raced to engage. With the combined efforts of the *U.S.S. Enterprise* and the *U.S.S. Defiant*, the lone Borg Cube was destroyed, but not before it launched a sphere ship that created a temporal vortex, whisking it and the *Enterprise* away to the past where Picard encountered, and eventually defeated, the Borg Queen.

.: WE CAN DO BETTER

PERSONAL LOG OF LT. GEORDI LA FORGE, *U.S.S. ENTERPRISE* (STARDATE 42073.5)

History can be rough. It's important we learn about it, and the way things really were, but I'll be the first to tell you it wasn't rosy. People with disabilities were pitied, or held up as "inspiration" for the non-disabled, or were kept out of public life because it was never set up to accommodate them.

But I can personally see how far we've come, how we can do whatever we set our minds to if we're just given a chance. I started off as a conn officer, and now I'm chief engineer of a *Galaxy*-class ship! It's amazing what a society can do when it makes space to care for everyone.



RODRIGO GONZALEZ TOLEDO

In the last third of the century, the Federation made contact with the Gamma Quadrant using the Bajoran wormhole near Deep Space 9. At relatively the same time, the Starfleet ship *U.S.S. Voyager* was transported to the Delta Quadrant. Both of these interactions would not only open up possibilities for Federation expansion, but also introduce the home space of their greatest enemies to date, the Borg and the Dominion.

The **Dominion War** was one of the largest wars in galactic history, pulling in worlds from across the quadrants. Led by the terrifying Changeling Founders, the Dominion stopped at nothing as it tried to purge the Galaxy of "solids." Throughout the war, many allies and adversaries swapped sides based on their own needs, making it difficult to trust any civilization. After years of conflict and heavy losses to all major species in the Galaxy, the Dominion war ended when Starfleet developed a cure for the morphogenic virus that was killing every changeling in the Great Link.

While the Dominion War was raging, the returned Klingon Emperor Kahless the Unforgettable was biding his time and gathering followers as the rest of the empire was distracted. Kahless sought to use his zealots to wage a war against the gods. This war culminated in what became known as the **Day of Blood**: a worldwide rebellion on Qo'noS that saw millions of Klingons die at the hand of Red Path insurgents within a single 26-hour day. Further bloodshed—and the rise of Kahless to supreme power over the Klingon Empire—was only averted due to direct intervention by the Starfleet vessels *Defiant* and *Theseus*.

Meanwhile, in the Delta Quadrant, the *U.S.S. Voyager* stumbled upon many new species that could one day become potential allies on their journey home. Unbeknownst to Captain Janeway or her crew, their path took them through the heart of Borg space. After suffering numerous losses, the *U.S.S. Voyager*'s crew was able to destroy the Borg's transwarp hub, trapping a majority of what remained of the Borg in the Delta Quadrant, and cutting them off from the rest of the collectives scattered throughout the Galaxy.

Shortly after *Voyager* returned from the Delta Quadrant, it was discovered that the Hobus star had destabilized and would go supernova in just a few years. Unfortunately, both Romulus and Remus were in the path of the explosion, leading to several initiatives to

.:LIFE IS BEAUTIFUL, ESPECIALLY TONGO

RECOVERED RECORDING OF LT. CMDR. JADZIA DAX FROM "GUEST SURVEILLANCE FOR ANTI-THEFT MEASURES," QUARK'S BAR, DEEP SPACE 9 (STARDATE 48973.2)

It's an odd experience to look back over the centuries of my life. Every time my symbiont gets a new host, it's discombobulating. Remembering a life you lived, but also didn't. Remembering entirely different genders, and ages, lives varied in every way imaginable.

But all those wild variations of life are what make it beautiful. I can't wait to see who I'm going to be next. Aren't *you* curious who you'll be in a year? What? No, I know it's my turn. Shh, I'm thinking.

try to evacuate all inhabitable planets in the region. This monumental undertaking would ultimately not be enough to save everyone and those who were saved became scattered across the Beta Quadrant, splintering the heart of the Romulan Star Empire. The supernova would also be the inciting event that caused both Spock and a ship called the *Narada* to be sent back in time, creating an entirely new temporal branch known as the **Kelvin Timeline**.

The tail end of the century saw rapid technological advancements in the areas of automation and propulsion systems. The experimental protowarp drive allowed starships to reach transwarp speeds, but required the power of a small star to use and was only sustainable for short bursts and wasn't implemented on many ships as the frames had to be small in scale.

At about the same time, the introduction of the *Texas*-class starships showed the benefits and drawbacks of fully automated, crewless ships. While the concept worked well on paper, when implemented, the artificially intelligent ships proved challenging to control and were slow to adapt to challenges a crewed ship could respond to immediately.

The failure of the *Texas* class was the first of many problems automation brought to Starfleet and the Federation. This problem was capitalized on by the Zhat Vash, a secret Romulan cult that thought artificial intelligence would lead to invasion from extradimensional technological beings. The scheming group infiltrated the Mars shipyards and reprogrammed the synthetic workers to strike out against their creators, destroying the bases on the planet and the orbiting ship-building facilities. This strike led to the United Federation of Planets banning all forms of synthetic life-forms and artificial intelligences until they could determine what caused the uprising.

.:24TH CENTURY CAMPAIGNS

Diplomatic missions are commonplace during this century as species begin to spread out among the quadrants. These types of missions become even more important in the latter half of the century when the Dominion and Klingon wars made finding allies a top priority.

This century also provides amazing backgrounds for a war-focused campaign. With nearly the entire Orion Spur taking part in the Dominion War, the number of different mission types a campaign could have during these few years is vast. From battles to subterfuge, each mission could have a slightly different feel and give different members of the crew a chance to shine.

▷ RUN THIS ERA IF THE GROUP:

- Enjoys diplomatic missions.
- Wants to participate in quadrant-spanning wars.
- Likes developing new technology.
- Is interested in recruiting new people to a cause.
- Likes planning for large-scale tactical events.

2400 TO 2499: EXPANDING INTO THE UNKNOWN

THE 25TH CENTURY BEGAN WITH SEVERAL ENCOUNTERS with what was left of the Borg. While the Romulan Star Empire and Starfleet worked together on restoring ex-Borg (xBs) to their former selves and integrating them into society, both factions used their teams at the captured Borg Cube known as the Artifact to analyze the Borg's technology and weapons. This research led to a new era of weapon systems and defensive design.

As the Sol system starships gathered around Spacedock, the Borg unleashed its desperate final plan. Manipulating Changelings who were angry with the Federation, the Borg Queen used the fleet's transporters to modify the DNA of its officers, allowing for a form of biological assimilation. With control of the fleet, the new Borg severely damaged Spacedock and Earth. Only with the heroic efforts of Jean-Luc Picard and his former crew was the Borg Queen defeated and the assimilation of the Starfleet officers broken.

The Romulan Star Empire dissolved into full-blown civil war as numerous insurgent groups tried to overthrow the Tal Shiar. When the dust from the war settled, a united faction of Remans and Romulans created the **Romulan Republic** and used New Romulus as their center of power.

As the century progressed, the Gamma and Delta Quadrants became more accessible. These new relationships, while beneficial to most involved, continued to have rough patches and battles among the species involved. The exchanges of culture and technology among the quadrants led to a time of rapid growth and a renaissance for those who chose to partake.

.: VARIATIONS MAKE LIFE BEAUTIFUL

PERSONAL LOG, WARRANT OFFICER (IN TRAINING) ZERO (STARDATE 61409)

I have observed my crewmates with such curiosity. Their lives, their very existence, is so different from mine. And yet I care about them so deeply, and I've found that we're stronger for our differences. I don't know what it's like to have a physical body. To *feel.* I don't know what it's like to have a gender, though corporeal beings can certainly be agender as well. Perhaps I should seek some out; I'm sure our discussions would be fascinating!

I long to know what it's like to experience the universe more fully than I can now. Perhaps one day...but then, perhaps my friends also wonder what it would be like to experience the universe as a Medusan.

We have so much we can learn from each other. It's really quite beautiful when you think about it.

.: 25TH CENTURY CAMPAIGNS

Campaigns in this century are free to go in virtually any direction, given there is little as yet established canonically about this period of time. Groups could focus on engineering advances developed due to the study of Borg technologies, the repercussions from the collapse of the Romulan Empire and the demise of the Borg, or the ongoing challenges of increased pirate activity along the borders.

This era is also a perfect opportunity for Starfleet to focus once more on expanding knowledge by beginning a dynamic new program of deep-space multi-year missions.

▷ RUN THIS ERA IF THE GROUP:

- Enjoys strategic missions.
- Is interested in reverse engineering advanced technology.
- Enjoys engaging with new civilizations.
- Doesn't want to be too hampered by canon events.

2500 AND BEYOND: THE FAR FUTURE

LITTLE IS KNOWN ABOUT THESE FUTURE CENTURIES as the reverberations from the Temporal Cold War made casual observation challenging. With innumerable paradoxes and timelines created by the parties involved, discerning which events occurred in which timeline is something many struggle with daily.

.: THE 26TH CENTURY: TEMPORAL COLD WAR

A temporally-sensitive species known as the **Sphere Builders** learned of their imminent defeat by an alliance led by Starfleet and instigated a war that spanned across time and space. The war involved nearly a dozen species, each of which used time to try to thwart future events. It is postulated that the Temporal Cold War is still happening, and will always happen, even though the **Temporal Accord** put an end to the war.

.: THE 31ST AND 32ND CENTURIES

In the 31st century, a major event known as **The Burn** occurred, which distorted the spiral crystalline structure of almost all dilithium throughout the Galaxy, making the element unable to regulate the matter-antimatter reactions in warp cores. Nearly seventy-five percent of Starfleet's vessels are destroyed or lost.

The Burn was the inciting event that led to the fracturing of the Federation as, in its wake, many polities chose to protect themselves and what dilithium they had. Though sparse, the dilithium unaffected by The Burn became a highly valued commodity and entire organizations, like the Emerald Chain, tried to collect and manage the resource to turn a profit.

When the *U.S.S. Discovery* transported to the 32nd century, its crew reunited several former Federation cultures with Starfleet in an attempt to rekindle the flame that was the Federation. These actions were especially effective after Starfleet discovered the cause of The Burn and exonerated all species of wrongdoing.

Shortly after the cause of The Burn was discovered, the Galaxy was again put in danger when a gravitational anomaly began teleporting throughout the Orion Spur. Eventually called the **Dark Matter Anomaly (DMA)**, the anomaly was caused by a device many considered a weapon. Starfleet pieced together that the DMA was a mining device that was harvesting boronite. An alien species the Federation dubbed the **10-C** had created the device to power a distortion field around their new homeworld. Putting the values of the Federation at the forefront, Starfleet found the 10-C and communicated with them, convincing them of the damage their device was doing to the Galaxy. Though fearful of the future, the 10-C trusted the Federation and powered down their device.

.: A CORE TRUTH

PERSONAL LOG, ENSIGN ADIRA TAL (STARDATE 865660)

I don't think there's anything in the universe better than getting to live as your true, authentic self. If anything comes close, it's instantaneous acceptance from those you love, whose feelings for you don't change even if their perception of you does.

Of course, Starfleet can't change the entire Galaxy, and there are still places where bigotry and regressive ideas about gender stifle those who live there. Even Earth's own history is filled with instances of that kind of hatred.

Imagine being locked into something, *anything,* from the moment of your birth just based on what somebody else decided you should be, rather than getting to discover for yourself who you are. Imagine your loved ones shunning you for it.

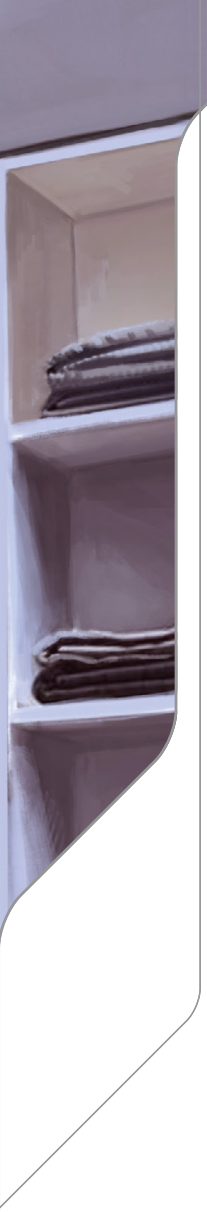
I don't think there's anything in *any* universe that could be worse.

.: FAR FUTURE CAMPAIGNS

Campaigns set in the far future are free to go in whatever direction you please, given the era's canon is still being written. Make your own mark on the era with your group.

▷ RUN THIS ERA IF THE GROUP:

- Enjoys strategic missions.
- Is interested in reverse engineering advanced technology.
- Enjoys engaging with new polities.
- Doesn't want to be hampered by canon events.



CHAPTER 2
STARFLEET

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.:CHAPTER 2.1

STARFLEET'S MANDATE

"THE FIRST DUTY OF EVERY STARFLEET OFFICER IS TO THE TRUTH. WHETHER IT'S SCIENTIFIC TRUTH, OR HISTORICAL TRUTH, OR PERSONAL TRUTH. IT IS THE GUIDING PRINCIPLE UPON WHICH STARFLEET IS BASED."

- CAPTAIN JEAN-LUC PICARD

RODRIGO GONZALEZ TOLEDO

ENSIGN LANIYAR TENNAN

I'm Laniyar Tennan, Starfleet ensign assigned to the U.S.S. Challenger *as communications officer. Commander th'Raviq, our executive officer, encouraged me to tell you all about Starfleet, the Federation's primary exploratory and defensive organization. Having just graduated from the Academy, I'm eager to tell you all about it.*

FROM ITS EARLIEST DAYS, Starfleet's mission has always been one of peace—visiting strange new worlds and seeking out new life and new civilizations. However, even the Federation members that have not suffered from centuries of war, as Earth has, know the importance of being able to defend oneself. As a result, Starfleet ships carry enough weaponry to keep themselves safe, and they also extend this protection to their member worlds, Federation civilian ships, and anyone else in need. This has led to Starfleet's twofold dedication to both exploration and defense.

Though Starfleet Headquarters is located on Earth, in San Francisco, Starfleet maintains facilities throughout the Federation, from planetary bases to deep space stations to massive starbases. **Starfleet Command** is the department overseeing the organization as a whole, assisted by many subordinate departments. Starfleet's motto is "*Ad astra per aspera*," which is Latin for "To the stars through hardship."

.:EXPLORING THE FINAL FRONTIER

The **Exploratory Division** is the heart of Starfleet, and treated as nearly sacred to those who want to follow in the pioneering footsteps of Jonathan Archer, Philippa Georgiou, and Christopher Pike.

▷ ENLISTING IN OTHER ORGANIZATIONS

Joining Starfleet can be an easy decision for many citizens of the Federation, but why might citizens of other nearby civilizations join Starfleet or even their own civilizations' equivalent?

A young Klingon may join the Klingon Defense Force for many reasons, the foremost being the quest to find glory in one way or another—making a name for themselves amongst their peers, be it in combat, or perhaps in scientific endeavors. Klingons may also feel the need to set themselves apart from others around them, and the opportunities the KDF provides can do that in a short amount of time. There is no greater glory than serving with honor to the entire Empire rather than just yourself or your House.

Romulan citizens may join for reasons similar to Starfleet, to defend their home, to explore new worlds and seek out the resources that will allow the Empire to flourish, and in some cases, to ensure that the Empire and its culture are not subsumed into the Federation or other nearby civilizations.

Other civilizations such as the Ferengi may wish to expand capitalism and economic opportunities for a personal business idea they may have or to bring more wealth and capital to the Alliance. Cardassians may wish to join their navy to show a different face of their species to the rest of the Galaxy. The possibilities are endless.

.: TO BE AMONG THE STARS

CAPTAIN BEATRICE WEN, *U.S.S. TORONTO*

Space and exploration runs deep in my family. I can trace our roots back to the earliest days of space flight. I knew as a little girl that I wanted to see what was out there and I wondered who I might meet. It filled my heart with joy when I was accepted into Starfleet Academy. I knew I wanted to explore and be a part of something exceptional.

I have seen wonders that defy imagination and I know there is so much more to see and do. Starfleet allows me to see the universe in ways I never dreamed of; every day is an adventure and a chance to further our knowledge of the universe around us. I have developed bonds with my crew, who have become more than shipmates: they are family. The thought that we can all work together to do something amazing is breath-taking.

There will be challenging days ahead and even days that may break my heart, but knowing that I am out here making a difference makes it worthwhile to put on the uniform and represent the best Starfleet has to offer. I wouldn't trade it for all the latinum in the Galaxy.

This division coordinates all the stellar mapping, hazard plotting, deep space expeditions, planetary surveys, and any other kind of exploratory mission the Federation requires.

Working closely with the Exploratory Division are **Starfleet Science** and **Starfleet Research & Development**. These departments work to understand the discoveries made by Starfleet's explorers and use that knowledge in a beneficial way. Starfleet R&D's projects are sometimes handed off to other departments, such as Starfleet Advanced Technologies, the Starfleet Corps of Engineers, and the Warp Technologies Development Group.

Civilian organizations on many member worlds continue to perform research similar to that conducted by Starfleet, but Starfleet's ships, personnel, and expertise grant it a great advantage in conducting this work. Starfleet ships can travel farther and faster, are equipped with cutting-edge sensor suites, and can defend themselves against hazards better than nearly any civilian ships. Indeed, this is why civilian researchers often request Starfleet aid, whether in the form of a formal mission to travel to a place of interest and help them conduct research, or a more self-directed short-to-long term civilian posting aboard a starship or starbase that allows researchers to use Starfleet resources while the crew goes about their regular assignments.

▷ STARFLEET ACROSS THE ERAS

Depending on a given story's era of play, Starfleet's presence and "character" may have a different feel and level of influence on the crew.

In its early years, before the founding of the Federation, it operated as a part of the United Earth Space Probe Agency (UESPA), though, over time, Starfleet became its own fully-integrated multi-cultural organization. Adventures set in the **22nd century** may experience a less-unified Starfleet, still working out rules and regulations, not prone to interfering with a crew's missions, and not yet held to a Prime Directive (and even after its adoption, still not applying it consistently).

In the early-to-mid **23rd century**, Starfleet's organization and rules were well-established, but the combination of ships traveling farther from home and the limited network of subspace relays meant vessels were commonly out of convenient contact with Starfleet Command. This was the classic era of the "final frontier," when captains were typically left to their own discretion in most matters.

In the **24th century**, Starfleet is frequently a constant presence. Even ships exploring outside Federation space are often capable of direct contact with the nearest admiral, though message lag may impose a delay of a few hours. The Admiralty often makes demands of a crew on a mission, and these demands can be at odds with the way the crew thinks the assignment would best be conducted.

In the **32nd century**, Starfleet is in disarray, suffering (and then recovering) from The Burn, an event which destroyed most of the fleet. Travel is limited due to a shortage of dilithium and ships, and the Federation consists of only 38 member worlds. Starfleet suffers from near-constant emergencies in its attempts to hold the Federation together, and Commander-in-Chief Charles Vance needs all the help he can get.

.: DEFENDING THOSE IN NEED

Starfleet's secondary function is to defend the Federation and its individual member worlds from both enemy aggression and natural disasters. Although every Federation member maintains some kind of planetary defense force to protect their individual star systems, Starfleet vessels regularly patrol the space lanes in between to ensure free and open passage.

Starfleet's exploratory efforts also take it far beyond the boundaries of the Federation and into potentially hostile situations. Because starships venture into the unknown, they are equipped not only with sophisticated sensor systems and probes, but with powerful defensive systems. Starships patrol along the Klingon and Romulan neutral zones, and in the past have been called upon to investigate the sudden disappearance of Federation colonies, protect Starfleet outposts, defend against hostile alien probes, and serve as peacekeepers between warring alien governments.

Despite the tremendous destructive power a starship can bring to bear, Starfleet is firmly dedicated to peaceful resolution whenever possible. Weapons are tools of last resort. Starfleet captains do not start wars, and should never "shoot first and ask questions later."

.: ORGANIZATION

The ultimate authority over Starfleet rests with the **Federation Council** and the **President of the United Federation of Planets**. Both have the power to direct Starfleet to undertake specific missions—a planetary evacuation, for example—though this is rarely used.

▷ SECTION 31

Since perhaps the founding of Starfleet, a secret intelligence organization has apparently operated from the shadows. **Section 31**'s self-assigned mission is to protect the Federation by performing tasks they see as necessary but which Starfleet and the Federation as a whole would not allow, including deception, Prime Directive violations, assassination, and even genocide.

Few people outside Section 31 know of its existence, as its operatives take great care to conceal their operations and limit revealing themselves to others. However, it is apparent that some in the upper echelons of Starfleet are aware of Section 31's existence, but take no actions against the organization because it benefits them or Starfleet to leave it in place.

▷ DIVISION 14

Because Starfleet duty exposes personnel to all manner of strange environments, species, pathogens, radiations, and technologies, it maintains an entire division devoted to treating unusual injuries and illnesses. Division 14's base of operations is a spa on Endicronimas V known as "the Farm." Patients are often brought to the Farm by the spa's transport vessel, *U.S.S. Osler*. This division's highly-skilled staff has aided in the recovery of hundreds of officers, and their discoveries regularly advance Federation medical knowledge.

The next level of authority is the **Starfleet Commander-in-Chief**, who is responsible for Starfleet as a whole. The CIC sets the policies and initiatives for the entire organization, keeping in mind Federation needs and priorities and Starfleet's mission statement and regulations. They receive a daily briefing on Starfleet's overall disposition, as well as any matters that may rise to their level of attention. Examples might include hostilities along the Romulan border or intelligence reports concerning infighting within the Klingon Empire. They frequently consult with admirals throughout the service. Starfleet monitors all fleet activities through Starfleet Operations, which maintains the present position and disposition of every starship and starbase at the Fleet Operations Center on Earth.

Fleet admirals make up the next level in the chain of command. As their title indicates, fleet admirals are responsible for an entire fleet of starships (and starbases). Typically, this comprises several sectors, such as the region of space along the Cardassian border. Their responsibilities include overseeing and directing all the ships within their respective fleets and serving as the point of contact between individual admirals and Starfleet Command.

Admirals command more than one ship. They are typically posted to a starbase (though not always) and command all the Starfleet vessels in their area of responsibility, most often a specific sector. They are the officers most frequently in contact with a starship's captain, with a ship's orders and mission assignments coming directly from them.

.:CHAPTER 2.2

THE PRIME DIRECTIVE

"A STAR CAPTAIN'S MOST SOLEMN OATH IS THAT HE WILL GIVE HIS LIFE, EVEN HIS ENTIRE CREW, RATHER THAN VIOLATE THE PRIME DIRECTIVE."

- CAPTAIN JAMES T. KIRK

THE MOST FAMILIAR APPLICATION OF the Prime Directive involves non-warp-capable cultures, as these are the cases where interference could happen most easily and with dramatic consequences. Even introducing a world with the knowledge that "aliens" exist—perhaps even accidentally—could transform a planet's society overnight, with unpredictable results.

The fundamental principles of the Prime Directive existed long before the doctrine itself. Its roots can be seen in the Vulcan practice of avoiding contact with primitive, pre-warp societies. Had Zefram Cochrane failed to make his historic, first faster-than-light trip in the *Phoenix*, the Vulcan survey vessel would have passed Earth by as too primitive, and first contact would not have occurred. Later, early Starfleet crews realized the need for some kind of doctrine establishing what Humans should and should not do while exploring space.

The Prime Directive is not just a rule, it is the guiding philosophy of Starfleet. Upholding it takes priority over the lives of Starfleet personnel, even an entire crew and their ship. Unfortunately, upholding it is not always easy, and often involves making tough decisions. Should the crew intervene to save a primitive population even though the Prime Directive forbids it? If an allied Klingon ship asks a Starfleet crew for help against another Klingon faction, should the player characters get involved? If crewmembers themselves get into legal trouble on a developing world, do other characters dare bend the rules to get them out of it?

Although Starfleet captains are often in the spotlight for possible Prime Directive violations, every crewmember must do their part to obey the directive. The captain won't be the only one to suffer scrutiny from Starfleet Command if an officer reveals "miraculous" capabilities to a primitive culture. Loss of reputation is possible, as well as demotion, or even, in extreme cases, court martial and possible imprisonment. Complicating this, of course, is the fact that although every Starfleet officer has sworn a vow to uphold the Prime Directive, not every officer has the same opinions about the directive or how to interpret it.

RODRIGO GONZALEZ TOLEDO

ENSIGN LANIYAR TENNAN

Starfleet's General Order One, also known as the Prime Directive, prohibits personnel from interfering in the affairs and natural development of other cultures—even if such changes are well-intentioned. Countless missions have had Prime Directive implications, and it's likely it'll come up in your travels as well.

▷ STARFLEET GENERAL ORDER ONE

- No identification of self or mission.
- No interference with the social, cultural, or technological development of said planet.
- No reference to space, other worlds, or advanced civilizations.

JENS LINDFORS

.:COMPOSING THE MUSIC OF MY LIFE

PERSONAL LOG, JAN'ESSA, CULTURAL LIAISON FOR THE MINRAI

I worried for many years that I may never find my true self here on my world, Danib 4. However, as I began traveling across the Alpha Quadrant, I began to see through different eyes and things started to become much clearer.

There is so much I have yet to encounter and so many new individuals I can learn from. In my culture, we express ourselves through song, the Suvi. By meeting members of the galactic Federation, I am learning and experiencing a symphony of new songs from so many who are different from me. I am singing in languages I never knew existed, and composing who I am in ways I never knew I could express. I am so happy that almost every species can express themselves in the common languages of love and music.

There are so many people out there and as I continue on my journey, I am hopeful I will find someone to sing alongside me, my Qi-ro. I have fallen in love with Vulcans, Andorians, and more. Doing so has created something I am excited to develop as a symphony to present to my home world's concert series, the Qi-ros, the many as one.

The diversity of what I have been exposed to in the Federation is something I will cherish forever, even should my culture never join.

Keep in mind that not only do many other spacefaring cultures not have such a noninterference directive, some of them actively work to interfere with other cultures. Indeed, a Starfleet crew might have to involve themselves to prevent interference from happening, or repair it when it already has.

.:PROHIBITED ACTIVITIES AND EXCEPTIONS

Contrary to popular belief, application of the Prime Directive is not based solely on warp capabilities. Starfleet Command may, after initial survey missions, determine that a culture possesses significantly advanced technologies to warrant first contact. Similarly, if a civilization contacts the Federation first, then the Prime Directive applies less strictly than it would for a newly discovered world.

Specifically, General Order One prohibits a wide range of actions which constitute "interference." Do not reveal the existence of other inhabited planets or other civilizations. Do not provide knowledge of undiscovered technologies or science. Take no actions that could generally affect a civilization's overall development. Do not get involved in the internal affairs of another society, such as backing one group over another. These prohibitions also include actions that have presented profound moral challenges for both captains and crew—helping a society escape the consequences of their own actions; saving a civilization from a natural disaster; and subverting or avoiding the application of a society's laws.

Starfleet gives commanding officers wide leeway regarding whether and how the Prime Directive applies. In the early years of Starfleet, captains tended to err on the side of intervention, interpreting the Prime Directive to only apply to living, growing, developing civilizations; they interfered in situations where the society fell into a state of arrested development, had been somehow enslaved, or faced mortal danger.

Officers have taken the directive as an absolute, and are willing to watch whole societies perish from natural or evolutionary causes rather than interfere. The truth is, the application of the Prime Directive exists along a continuum depending on many factors. Is the planet a Federation colony? Has there been prior contamination by Federation citizens or Klingon agents? Is the planet in negotiations with the Federation? Is it possible to intervene without revealing the existence of other spacefaring civilizations?

Starfleet recognizes many exceptions to the Prime Directive. These do not revoke the Prime Directive in its entirety, however. If warranted, starship crews are expected to intervene in the least intrusive way possible when the situation calls for it. For example, if required to repair a prior cultural contamination, a crew is expected to do so in a way that does not lead to even greater interference. These exceptions include, but are not limited to: the society already knows about the Federation; they communicate with or attack a Federation vessel; they send a planetary distress signal to any and all spacefaring societies; the Federation is in diplomatic discussions with the society; the civilization was previously contaminated by Federation citizens or non-Federation actors (such as the Klingons or Romulans); compliance with valid orders from Starfleet Command.

Over the course of a given officer's career in Starfleet, they will likely encounter many other exceptions to the Prime Directive (and possibly create a few).

.: THE TEMPORAL PRIME DIRECTIVE

This related directive applies to Starfleet personnel who either accidentally or intentionally find themselves time-traveling. It specifically prohibits officers from interfering with past events that could affect the future (including the officers' present time period). This order forbids officers from giving people in the past any information regarding future events. Officers must also minimize the use of advanced technology to avoid revealing such to witnesses from the past.

THE PRIME DIRECTIVE IN PLAY

THE PRIME DIRECTIVE IS NOT MEANT TO TRIP PLAYers up, or prevent them from doing fun things; instead, it is a means to increase drama and introduce philosophical considerations into a story. There is often a lot of room for interpretation of whether the Prime Directive should apply in a given situation, and players should feel free to discuss as a group whether they think it does and what they should do about it.

Such moral quandaries are the bread and butter of ***Star Trek***. How will a crew react when they discover a world where capital punishment is the law, and their captain is to be executed for a seemingly minor infraction? Can they passively watch a primitive culture be destroyed by a supernova? Do they allow a species to pursue a dangerous political system that oppresses its citizens? Will they sit by and allow Romulan agents to arm one primitive faction against another?

In the end, despite Starfleet's great respect for the Prime Directive, and strict demands that it be adhered to, crewmembers must ask themselves how it should shape their personal actions. Since the early days of Starfleet, these kinds of difficult decisions have obliged command crews to debate how best to balance competing ethical priorities. There is no question the Prime Directive prevents Starfleet from getting involved in situations where it can help. However, all personnel must consider the unintended consequences of meddling in the affairs of a civilization not yet ready to learn they are not alone in the universe.

.:CHAPTER 2.3

STARFLEET ACADEMY

"I AM A GRADUATE OF STARFLEET ACADEMY; I KNOW MANY THINGS."

- WORF

RODRIGO GONZALEZ TOLEDO

ENSIGN LANIYAR TENNAN

Let's now turn our attention to one of the premier centers of study in the Alpha and Beta Quadrants: Starfleet Academy, and what's involved in getting in, graduating, and experiencing life as a cadet.

STARFLEET ACADEMY IS WHERE THE fleet trains its officers, preparing them for the responsibility of crewing starships and bases of all types. The main campus is on Earth, in San Francisco, though annexes and training campuses are located on Beta Aquilae II, Beta Ursae Minor II, Relva VII, Psi Upsilon III, and other locations within Federation space. The Academy's motto is "*Ex astris scientia*," which is Latin for, "From the stars, knowledge."

Attending the Academy starts with a candidate's initial application, and continues through a preparatory program, entrance exams, psychological tests, selection committees, a challenging curriculum, a training cruise, and then graduation and placement to the officer's first posting. Starfleet Academy's complete program has been designed to attract and foster the curious and the brave—the kind of beings who reach out toward the unknown; the sort of officers who define Starfleet.

Non-Federation citizens are welcome to apply to the Academy, though they must have a letter of recommendation submitted by a command-level officer. Genetically augmented individuals are, with few exceptions, forbidden from joining Starfleet.

.:FOSTERING LIFE-LONG LEARNING

The Commandant of Starfleet Academy runs a rigorous academic course, composed of advanced educational tracks that can take from four to eight years to complete, and possibly resulting in a graduate holding several degrees in a variety of majors. While the Academy includes an incredible variety of study topics—advanced theoretical physics, astrophysics, engineering, exo-archaeology, exobiology, probability mechanics, sociolinguistics, and zoology, to name a few—all cadets must meet certain requirements.

Cadets are expected to have an exhaustive understanding of Starfleet's General Orders and regulations, as well as a firm comprehension of Federation law. They must maintain a cross-disciplinary study in the basics of command, science, navigation, engineering, security, and medicine, regardless of their own specialty. The curriculum is deliberately broad so graduates may temporarily stand in for any department on a ship or station, if needed.

Most importantly, cadets are expected to nurture a passion for life-long learning. Students learn how to access the proper information stores from Federation sources and formulate effective lines of inquiry at any time, even under severe stress.

▷ NON-ACADEMY CREW

Though most crew members graduated from Starfleet Academy, this is not true of everyone. Civilians often fill needed roles on a ship or station, whether they are visiting specialists, officers' family members, or travelers who were encountered (or rescued) on a mission.

In some cases, civilians are granted an official commission; this most commonly happens to officers who already received extensive training elsewhere, such as medical doctors or members of another government's military force. This sort of commission usually requires a brief stint at the Academy, which includes accelerated training on Starfleet protocols and expectations. Doctor Leonard McCoy is an example of this sort of officer.

A dedicated program also exists for training enlisted personnel at the Starfleet Technical Services Academy, headquartered on Mars. Though these non-commissioned officers are outranked by any Starfleet Academy graduate—even ensigns—many in the enlisted ranks bring decades of real-world experience with them, and a wise officer makes use of their expertise and advice.

Chapter 4 provides several options for character creation that do not require the character to attend Starfleet Academy.

In order to promote practicality over the purely theoretical, students are consistently exposed to novel experiences. This is done through bridge simulators, holodeck scenarios, and hands-on missions. The real-world missions are considered especially important because they allow for random variations to enter the scenario.

.: THE ACADEMY EXPERIENCE: MAKING CONNECTIONS

The Federation ethos has always been one of communication and understanding, building bridges of trust and mutual admiration with disparate, sometimes even hostile, cultures. Effective team-building and the Vulcan tenet of IDIC—respect for infinite diversity in infinite combinations—is the center around which the Starfleet Academy curriculum was structured.

In brief, the Academy experience is focused around the idea of building cooperation among teammates. The more disparate the individuals, the harder the cadets are expected to work at finding connections with their fellows and minimizing differences.

This may manifest differently from individual to individual. A person may be socially anxious and have very few overt friends, but their connection to their work may be where their passions shine. The Academy works hard to push and even exceed the limits of their students through shared experiences. A commander, talking with their crew, may find connections through Academy experiences. For example, how did they handle the difficult experience of the *Kobayashi Maru* test?

.: HANDS-ON, CUTTING-EDGE RESEARCH

A commonly overlooked detail is that Starfleet Academy is, by design, a research university. It is staffed by leading experts in their fields who are committed to performing cutting-edge research while also training the officers of tomorrow. These professors have access to both public and sensitive research and invite students to learn from it and to also become fresh eyes on related projects. It is not unusual for a student to have co-published a discovery or insight in their field before graduation.

New graduates serve as pipelines for new research and discoveries to migrate onto vessels in the field. While all of their work is available in Starfleet databases, graduates are encouraged to bring it to the attention of others when appropriate. This level of individual investment has been shown to be invaluable in the right circumstances, whether demonstrating new scanning techniques or being able to identify subspace particles only recently isolated by Starfleet.

.:MY DREAMS ARE MY OWN

PERSONAL LOG ENTRY, ENSIGN MICHELLE CULLEN, STARBASE 17

The reaches of space have never been more accessible than they are now to me. I was born different and never once did it ever stop me from wanting to explore beyond the small Federation colony. I have a condition which can affect me due to my environmental sensitives and isolate me from ever leaving the protected biomes of my homeworld.

I joined the Academy and I said goodbye to my partner and went forward with my head held high and never like I was anything other than my abilities and what I could do. My determination and adaptability made me special in ways that some of my classmates weren't, and yet we were all the same in our goal, explore what was among the stars. Never once was I looked at as weak or sickly. I was seen as another student who was eager to learn, to do the greater good and carve out their own legacy. It was such a refreshing change to be seen as pure potential rather than simply what obstacle was to be overcome next. My friends encouraged me when I needed it and let me conquer what I needed to when I need to prove something to myself and not anyone else.

I have never felt limited in what I could accomplish and now that I am among the very birthplace of creation, I am free of all barriers and free to blaze my own path in history.

.:GRADUATION

Not every person who successfully applies to Starfleet will be able to keep up with its aggressive pace. Many of those who do pass the initial exams drop out in their first year. There is no shame or blame attached to dropping out. Those who are still committed to serving are channeled into the Starfleet Technical Services Academy on Mars. Extensive evidence shows many of these students require and thrive in an experiential, not academic, environment, and it is not unusual to see shipboard promotion and, for dedicated enlisted personnel, a commission. Such a commission requires passing the necessary examinations to attend Academy courses, but by this point many enlisted personnel find it an achievable challenge simply due to their past experiences.

For those who make it through the full course of Starfleet Academy, the promise of graduation is a cadet will receive an officer's commission and assignment to duty. A few potential paths are open to graduates.

First, as part of the preparation for graduation, a cadet is asked to examine and produce a list of postings they would prefer. They must also provide a reason for their request. Postings available to students are ones not already reserved for those of higher rank seeking a transfer, though at least one slot is usually set aside on any ship simply as a courtesy to the Academy.

Then, the cadet is then asked to rank the importance of either research in their specialty or exploration. Their previous experiences are then compared to others to help determine the final state of their commission.

These two choices in combination help the Academy find a posting where the graduate will have the opportunity to excel. Whether it is a posting on a starship they are passionate about, a place where they can research something that they love, or opening up an opportunity for the thrill of adventure, Starfleet Academy is careful about taking these talented individuals and inserting them into positions that can expand their boundaries while filling an important need in the fleet.

It is important to note this traditional system can be circumvented in two ways. First, a captain of a vessel may specifically request a graduating cadet. It might be someone with much-needed expertise or who has published about a useful subject. Second, a petition can be made through the Federation Council. The Vulcan Science Academy has been known to do this from time to time with certain promising cadets. Naturally, the student has some say in the matter, but if someone has requested a student to a post, this is generally seen as potential for quicker advancement.

After graduation, Starfleet consistently maintains opportunities for rotation between any of the cadet's original career paths. An active alumni database enables officers whose needs may change as they age to select a posting that might be more appropriate. Channels remain open so officers can contact previous instructors from their tenure, to allow quicker access to research that might not otherwise be available. In return, the Academy receives logs and data from starships that allow them to further their own projects and curriculum.

.:CHAPTER 2.4

DUTY ASSIGNMENTS

"THEY ALWAYS TELL YOU NOT TO GET TOO ATTACHED TO YOUR SHIP, BUT HOW COULD YOU NOT?"

- ENSIGN D'VANA TENDI

AN ACADEMY GRADUATE'S ASSIGNment within Starfleet depends on a variety of factors: their course of study at the Academy, the results of numerous tests, the availability of positions within available ships and starbases, and the service's needs at the time.

Upon graduation from the Academy, Starfleet Command assigns an officer to the appropriate division based on their career track—Command, Science, or Operations. If you graduate as a xenobiologist, you're assigned to the Science division. If you're a pilot, you're assigned as a conn officer in the Command division. Starfleet Command works diligently to ensure all cadets receive the training they desire (and for which they're qualified), in order to ensure high levels of self-fulfillment, self-actualization, and job satisfaction. This results in highly trained and highly motivated crews.

When it comes to first duty assignments, Starfleet asks the graduate what they want to do. Starfleet Command takes these requests seriously, and if an opening is available for this preferred role, the officer is assigned to the starship and position of their choice. Not everyone can be chief engineer of a *Galaxy*-class starship, however. If a graduate cannot get the assignment of their choice, Starfleet Command posts them where their demonstrated skills are most needed: an engineering position on the *Titan* might not be available, but there might be one open aboard an *Akira*-class starship. The needs of the service come first, so officers must go where they are needed.

Starship assignments are the most coveted positions for new graduates, but cadets must remember that this is not the only type of job for an officer. Starbases, science outposts, deep space stations, dry docks, and ground facilities need personnel too. Most new graduates learn on smaller vessels—like the *Nova* class, *Oberth* class, or *Intrepid* class—or subordinate positions like third engineer aboard a *Sovereign*-class starship. Almost as often, new ensigns find themselves posted as a transporter operator on a starbase, or engineer of an ecological testing base on a frozen outpost. As a new graduate, landing a coveted assignment on a ship-of-the-line usually requires a solid Academy service record, a letter of recommendation, or a rare and valuable ability.

Officers are sometimes assigned to a temporary position for a special, one-time mission. A starship may need a particular specialist to accomplish a job; for example, a science officer returning to a specific planet who has experience with the local flora and fauna. Or an expert in multi-dimensional physics assigned to study an unusual quasar. Starfleet Command might choose an officer who previously studied a civilization during an earlier mission to send back and assist with first contact. Once the mission is complete, the temporary officer typically returns to their original assignment—though sometimes a temporary posting can become permanent at the request of the commanding officer or crewmember.

RODRIGO GONZALEZ TOLEDO

ENSIGN LANIYAR TENNAN

Now that you know a bit more about Starfleet, the Prime Directive, and the Academy life, let's talk about the practicalities of serving in Starfleet by discussing duty assignments, missions, and, most importantly, your quarters!

Keep in mind that a given ship's "mission" can mean several things. At the highest level, there's the crew's ongoing mission to seek out new life and new civilizations—the basic Starfleet mission statement. Below this is the crew's specific, long-term, mission, which is typically broad. "Catalog all gaseous anomalies in sector 21505." "Patrol the Romulan Neutral Zone." "Survey all the star systems in the Talos star group." In addition, before embarking on an assignment, every starship captain receives a command packet with a list of specific missions to be addressed at specific times.

These individual missions are based on the ship's projected course and Starfleet's needs—provide medical exams to the crew at Relay Station 47, represent the Federation at the inauguration of the president of Altair VI, transport Ambassador Troi to Pacifica, and so forth. Over the course of this mission, the ship may be contacted by Starfleet Command (through its assigned admiral) to address certain emergent situations, such as diverting a planet-killing asteroid or assisting in a breakout of Phyrox plague. Also, of course, the crew may stumble upon circumstances that demand immediate attention; a starship captain has the authority to divert to handle these situations as well (subject to later Command review). So, in effect, a ship's "ongoing" mission is actually a number of specific missions that fall under her over-arching assignment.

LONG-DURATION MISSIONS

IN THE 23RD CENTURY, STARSHIP TOURS WERE LIMited to a duration of five years. During those five years, ship and crew were often far from Starfleet support. Aside from occasional stops at a starbase, it was possible for a starship crew to go for months without seeing another Federation citizen. The strain on ship and crew could be challenging, and it was decided to limit deployments so ships could be refitted and repaired, and crew could return home for extended shore leave.

In the 24th century, with the advent of new technologies and larger ships, Starfleet shifted to long-term, open-ended deep space missions. Improvements in replicator technology and the invention of the holodeck eased the strain on crewmembers. Advances in communications meant that ships were not as out-of-touch as they once were. And in the biggest change, families could now join their Starfleet family member, easing the effects of separation and isolation.

RODRIGO GONZALEZ TOLEDO

AUREA FRENIERE

QUARTERS

QUARTERS FOR OFFICERS DIFFER BETWEEN ERA, ship class, and officer rank. Newly arrived Academy graduates and other junior officers (also referred to as "lower deckers") commonly bunk in communal areas on, yes, the lower decks. These dormitories are frequently located on the ship's interior, with no viewports and limited amenities.

Some ship designs—e.g., the *California* class—can house dozens of junior officers with bunks (sometimes referred to as "racks") built into the walls along long corridors. On ships with tighter crew quarters, the racks hang three or four high with little space above or below. Each rack consists of a comfortable mattress, individualized micro-environmental controls, and a portable computer access device.

Senior officers, and those with families, have private quarters generally the size of a small suite. Commanders, lieutenants, and the chief medical officer also have dedicated cabins in which they can entertain small groups of people. The captain and executive officer have their own suite consisting of a day cabin, sleeping cabin, refresher (bathroom with tub or shower), office area, living area, and dining room.

Guests and VIPs are usually assigned special quarters in the upper decks of the ship, though visiting cadets or junior officers might be expected to bunk in the lower decks. In all cases, crew quarters tend to be smaller in earlier eras, growing as Starfleet developed in both resources and family-friendliness.

.: WHAT I WAS TAUGHT

CHIEF PETTY OFFICER ADAM NORAS, *U.S.S. OJIBWE*

My mother was a Romulan and my father, a Human fisherman from Vancouver. I was worried for a long time that I'd be looked at with suspicion because of how the Galaxy views Romulans, but that wasn't the case.

My mother and father taught me one of the most important lessons of all: you are never where you come from, you are what you present to the world. They meant to always be the best you can be and be honest about it.

Did I have some problems here and there? I'd be lying if I didn't. But, at the same time, I made some great friends and colleagues because I was authentic to those teachings. My father and I spent time together before he passed away. He said he was proud of me for staying true to what I was taught. My parents instilled me that I am what I give back to the world into which I am in. My father passed along his Indigenous cultural teachings and prime among them were values such as love, respect and humility. I believe that most of the time I am doing my best to the best of my parents, my mixed cultural upbringing and living my own truth.

I hope one day when I have my own family, I can pass on those values and make the Galaxy a little bit better by putting something good into it.

.:CHAPTER 2.5

MISSION TYPES

"I DIDN'T JOIN STARFLEET TO GET IN PHASER FIGHTS. I SIGNED UP TO EXPLORE, TO BE OUT IN SPACE, MAKING NEW DISCOVERIES AND PEACEFUL DIPLOMATIC SOLUTIONS. THAT'S BOLDLY GOING."

- ENSIGN BRADWARD BOIMLER

RODRIGO GONZALEZ TOLEDO

ENSIGN LANIYAR TENNAN

Given the vastness of space and all the possibilities it contains, and given Starfleet's broad mandate to 'explore strange new worlds', it's no surprise the types of missions you and I might be assigned are extensive. This section details just a few of the mission types you and your crew may be expected to perform.

STARFLEET COMMAND HAS DEFINED a set of standard mission types for its crews to undertake. It is not unusual to be given a duty outside this list, but most of the work performed by Starfleet crews is covered here. This list is broken down into three primary categories: **science and exploration**, **diplomatic**, and **defense and aid**.

SCIENCE AND EXPLORATION

STARFLEET'S PRIMARY MISSION IS TO explore space and expand the boundaries of Federation knowledge. Every starship is equipped with powerful sensor arrays and probes that collect a wealth of data. Each is, in many respects, like bringing a powerful telescope farther and farther out into the Galaxy. Many of these missions simply involve going somewhere new to see what there is to be learned.

.:DEEP SPACE EXPLORATION

This is what most people think of when they think of Starfleet—the intrepid explorer going where no one has gone before. Deep space missions venture beyond the limits of explored space in order to see what's out there. The most common deep space exploration mission simply involves collecting all the data that the long-range scanners can absorb. In this sector we see a dark matter cluster. In the next one, a new type of nebula. The sixth planet orbiting Beta Librae is Class-M. While to some this may seem uneventful, the mapping of deep space provides the data necessary for future exploratory missions.

.:PLANETARY EXPLORATION AND SURVEY

A primary goal of Starfleet is to discover and learn about new worlds. Once a noteworthy planet has been identified, it must be explored. Extensive scans of the planet's surface and atmosphere must be made. Science teams must be sent down to collect samples of flora and fauna. Geological surveys need conducting to determine mineralogical composition and planetary development. The crew of a starship could spend a lifetime surveying all the plants, minerals, and animals on a single world. And if intelligent life-forms are present, this complicates the process even further, often leading to covertly monitoring the civilization in order to determine the viability of first contact.

.:RESEARCH AND DEVELOPMENT

Most starships in the fleet are equipped with the facilities and personnel to conduct a wide variety of scientific research. In addition to their standard exploration tasks, the science officers aboard typically engage in their own scientific studies, as well as hosting Federation scientists performing independent research. Starships often serve as excellent testbeds for new technological developments, as well—improved transporters, enhanced computer systems, a more efficient warp drive, experimental weapons; whatever new technology or development some engineering genius comes up with has to eventually be tested in the field.

.:STELLAR PHENOMENON SURVEY

Cataloging gaseous anomalies in the Beta Quadrant. Monitoring the planetary breakup of Psi 2000. Collecting data on a supernova or neutron star. Every stellar phenomenon is different and unique; you never know what new piece of information, what unexpected revelation, you may retrieve from such an event. Even though the Federation may have witnessed a hundred black holes, there may be something about this one that is somehow different, and scientifically relevant.

DIPLOMATIC

BECAUSE OF THEIR MOBILITY, THEIR DEFENSIVE capabilities, and their standing as projections of the Federation out into the rest of the Galaxy, starships also commonly serve as mobile diplomatic outposts. Starfleet ships are frequently called upon to conduct first contact missions, provide neutral ground for negotiations (for Federation members and non-members alike), and transport ambassadors to important diplomatic hotspots.

.:CONFLICT RESOLUTION

Starfleet strives to find a peaceful resolution to any hostilities, even ones that do not involve the Federation (Prime Directive permitting, of course). Starship crews are often uniquely positioned to serve as impartial arbiters in conflict situations, potentially bringing both physical assistance and a fresh perspective. Starfleet officers may even find themselves serving as impromptu Federation diplomats, using their starship as neutral ground for critical negotiations.

.:DIPLOMACY

Transporting a Federation envoy to negotiations on Parliament. Ferrying the Dohlman of Elas to Troyius. Escorting the Klingon Chancellor to peace talks on Khitomer. Starfleet crews must lend whatever support and assistance is necessary to see these diplomatic missions to their successful completion, up to and including providing security for diplomatic personnel and protecting negotiations from outside meddling. Diplomatic missions can in some ways be more challenging than fighting the Borg—preventing opposing viewpoints from escalating into violence among diplomats, keeping the crew's own prejudices from tainting the negotiations, and demonstrating the best of Federation principles in the face of mistrust and even hostility. Because the Federation's goal is to foster peace and amity throughout the Galaxy, some consider diplomatic missions to be even more important than scientific ones.

.:WHAT LURKS IN THE DARK

INTERCEPTED MESSAGE FROM WILLIAM RICCI, FEDERATION COLONIST

I wanted a fresh start out here on this new Federation colony, and to finally see the Galaxy, but I wonder what I have gotten myself into. Sure, we have Federation ships that can arrive quickly should trouble come knockin', but now, I worry myself sick thinking about what might happen if they don't come in time.

We know things like the Borg are out there and they look for chances to assimilate or destroy whatever is in their path. It could be Orion pirates or something else entirely. Maybe it'll work out and I'll be fine but, then again, maybe I won't?

CHIAM GARCIA

.: FIRST CONTACT

Along with deep space exploration, this is the other iconic mission for a Starfleet officer—to seek out new life-forms and new civilizations. Once a new species has been identified, they have to be studied; are they ready to learn about other starfaring races? Are they potentially hostile? After months, or even years, of long-range reconnaissance and clandestine observation, when the decision is made, someone has to make first contact. This can be dangerous, with the potential to cause societal upheaval for political or religious reasons. In some cases, the Federation Council will send a qualified ambassador to make first contact, but at other times it will fall to a starship crew to reveal the existence of other planets and "alien" civilizations. These missions require a mix of patience, diplomacy, empathy, and even honesty, as the contact team shows a civilization they have friends in the wider Galaxy.

.: SECOND CONTACT

While related to first contact missions, second contact missions are notably different, and also different from third and subsequent contact encounters (which typically become progressively easier). Second contact involves an official follow-up encounter between representatives of the Federation (usually Starfleet) and members of the new civilization. These missions facilitate continued communication, help acclimate the new society to Starfleet and the Federation, and help discover any important facts that might have been missed by the first contact team.

.: WHAT MUST BE DONE

ENCRYPTED LOG ENTRY, CREWMAN WAYNE RICHARDS, *U.S.S. GUELPH* (STARFLEET INTELLIGENCE)

I love Starfleet and I believe in the mission of Starfleet, first and foremost. I was recruited into Starfleet Intelligence early on in my career and then eventually got the "call," so to speak. Blending in is a talent, secrecy is my native language, and discretion is woven into every fiber of my being.

Diplomacy and peace are wonderful tools when you can employ them properly, and even encouraged, but there are times when a smile and a handshake won't do it. There are times when a more secretive approach is necessary, and sometimes people get hurt, but I try not to as much as I can. I have done things that stain my hands with blood and some may say, too much but is that not the cost of freedom? You pay the price necessary so that your friends, your family and others can sleep soundly and believe that their little worlds are safe, protected and free of from those who would do them harm. History is written not just by the victorious but also by those willing to take the pen and take corrective and decisive action even if no one will read the footnotes to how we got here in the first place.

I believe with all my heart and soul that the Federation is worth protecting at any cost and sometimes I pay that cost gladly and without thanks, acknowledgement but knowing we are safe.

DEFENSE AND AID

SOME OF THE CAPABILITIES OF STARFLEET VESSELS that help them in their role as galactic explorers also make them well-suited to other roles. Their simple ability to travel far and fast makes them useful in responding to emergencies, as well as delivering important cargo and personnel. And their defensive weapons enable them to protect individuals—and even entire societies—from attack by aggressors.

.: AID AND RELIEF

Starships are tasked with helping out those in trouble whenever possible, assisting ships, outposts, or planets, whether they involve Federation members or not. Such missions include responding to a ship's distress call, providing medical supplies and personnel during a disease outbreak, delivering food during a famine, and, in extreme circumstances, even assisting in evacuating a planetary population. These situations tend to come with a critical time limit, and often a single starship is the only one close enough to help.

.: ESCORT

Civilian or allied ships sometimes need protection on their travels. This is most common when such vessels journey outside the Federation, visit potentially hostile civilizations, or carry especially coveted cargo. Escort missions increase in frequency and importance during wartime, when enemies attack vessels inside Federation borders.

.: PATROL

Numerous potential threats confront the Federation—hostilities along the Cardassian and Romulan borders, the Borg, the Orion Syndicate, the Dominion, and many more adversaries. In addition, while each Federation member provides for their own planetary and star system security, Starfleet patrols the routes inside Federation space between member worlds, to ensure the safety of civilian traffic. Patrol missions are simple: patrol the space in your assigned area of operations, scan for unidentified or potentially hostile vessels, and intercept them. Conflict is always a last resort, and often it is simply enough for a starship to "show the flag."

.: SUPPORT OPERATIONS

The Federation has many starbases, deep space stations, science outposts, mining facilities, and colonies that require either occasional or frequent support—supplies to transport, medical assessments to perform, repairs to make, personnel to rotate, and even shore leave to grant. There are many reasons for a starship to pay a visit to remote, or not-so-remote, Federation installations. These support missions maintain direct contact with Starfleet's far-flung outposts across the Galaxy, and help keep them functioning efficiently and, it is hoped, happily.

.: TACTICAL

A hostile alien probe enters Federation space. The Romulans attack outposts along the Neutral Zone. The Borg assimilate a Starfleet outpost. A newly discovered alien species approaches a member world aggressively. It is at these times that Starfleet crews are called upon to defend the Federation. These missions almost always involve the threat of conflict, though Starfleet protocol mandates the use of minimal force. Starfleet Command will sometimes issue specific rules of engagement on such a mission—in the form of **Directives**—in order to avoid collateral damage, protect as many lives as possible, and avoid triggering an interstellar war.

▷ FLEET OPERATIONS

Though typical ship assignments involve a single vessel undertaking missions on its own, several mission types are sometimes assigned a fleet of ships operating together. Defense and Aid missions are the ones most likely to benefit from a group of ships, especially Aid and Relief, Patrol, and Tactical missions.

Fleets can consist of only a few ships or as many as several hundred. In a few rare cases, a fleet is composed of ships from different governments; an example of this is the Ninth Fleet, a group of Klingon and Starfleet vessels that worked together during the Dominion War. Numbered fleets are more common in wartime, whereas small temporary fleets are often called task forces or battle groups, depending on their purpose.

Fleets are commanded by a fleet admiral, or sometimes an admiral of lower rank but acting in a fleet-command role. In the absence of a fleet admiral, a commodore can command the fleet, or the most senior captain, temporarily designated the "fleet captain."

.:CHAPTER 2.6

AWAY TEAMS

"THERE'S MORE TO SERVING STARFLEET THAN JUST INDIVIDUAL EXCELLENCE. OUR ABILITY TO WORK TOGETHER, THAT'S OUR GREATEST STRENGTH."

- CAPTAIN CHRISTOPHER PIKE

RODRIGO GONZALEZ TOLEDO

ENSIGN LANIYAR TENNAN

While starships and stations are powerful technological wonders, sometimes missions or situations require direct, hands-on exploration. Like our resident science officer, Lieutenant Hernandez, told me: 'Boots on dirt and tricorder in hand is how real research happens'. Read on to learn more about the value of away teams, or landing parties, depending on when you are in the timeline.

STARSHIP CREWS ARE TASKED WITH a wide variety of missions away from their ship, ranging from diplomatic and scientific assignments to military operations. This is one reason such crews are composed of a diverse population of experts in various fields and specializations.

Except for the most routine missions, a ship's executive officer will most likely lead an away team, as standard protocol recommends the captain not accompany expeditions that could involve dangerous situations. Away missions are known for putting their crewmembers in harm's way, and risking the commanding officer unnecessarily is frowned upon by Starfleet Command.

EXPLORATION AND SCIENTIFIC

EXPLORATION AND EXPANDING SCIentific understanding and knowledge are Starfleet's primary missions. Two common types of away teams that conduct planetary missions are survey teams and observation teams.

- **Survey teams** perform the first scientific studies of newly discovered worlds. They conduct geological surveys, catalog new species of plant and animal life, survey the planet's mineral resources, and evaluate the planet for potential exploitation and colonization. On planets with an intelligent population, survey teams have the opportunity to explore the culture's behavior, society, and beliefs, in addition to their physical and biological traits. Team members must remember the restrictions on first contact and avoid violating the social norms of the indigenous culture.
- **Observation teams** catalog pre-warp civilizations and observe their culture, being careful to avoid interfering in their natural development. These teams study the inhabitants' customs and sociological development from concealed, cultural observation posts hidden behind holographic "duck blinds." Anthropologists may have the opportunity to interact and experience the society's culture, but even with the advantage of surgical alterations to blend in with the inhabitants, risks of exposing the society to cultural contamination remain.

Personnel assigned to observation teams should research local customs to minimize the risk of exposing their presence. Crewmembers behaving outside local custom or violating minor laws that expose the presence of non-native visitors can put the entire mission at risk. Injured personnel may be taken to local medical facilities where local doctors could discover their alien biology. Many of these incidents can be explained away with an effective cover

RHYS YORKE

story, such as being from a distant city or province. It is essential that any cultural contamination is contained and any evidence of the team's presence is destroyed to avoid violations of the Prime Directive. Additionally, outside cultures not bound by the Prime Directive may interfere with the natural cultural development of a culture, and it is the duty of Starfleet to protect that natural development.

Upon completion of a survey or observation mission, the planet's details are gathered in a planetary survey report and sent to Starfleet Command. The Exploration Corps and the Federation Diplomatic Corps use the information gathered to determine future treaties, plan new Federation colonies, and evaluate new species for entry into the Federation.

Personnel specializing in biology, botany, geology, and other physical sciences are useful on survey teams. Observation teams want members skilled in anthropology, archaeology, sociology, and other social sciences. However, away team leaders should consider not only having a team with members whose skills fit the needs of the mission, but one with a wide variety of skills. Exploring a new planet can bring a myriad of challenges, and a diverse skillset gives a team an edge in both success and survival.

Finally, the unknown factors of investigating unexplored worlds bring a wide variety of dangers, ranging from aggressive animal life to hostile indigenous peoples to unstable ancient ruins that may contain dormant defensive systems. Security officers are often included to provide protection to away team personnel.

DIPLOMATIC

ONE OF THE FEDERATION'S CORE PRINCIPLES IS promoting peace and understanding among all species, and a Starfleet vessel can be an effective platform for promoting such peace. A starship can act as neutral ground for negotiations as diplomatic teams represent the Federation during tense political situations, acting as neutral parties negotiating treaties between fierce rivals.

Diplomatic missions may at first seem to be rather straightforward affairs, but the mores and traditions of alien cultures are frequently both subtle and complicated. Failure to understand and respect the cultures of species involved can disrupt negotiations, preventing progress or even exacerbating an already tense situation. This is especially true of peace negotiations, where the diplomats must navigate the complex relationship between embittered enemies. It is essential for away team members to familiarize themselves with the cultural traditions and expectations of the species involved.

RELIEF TEAMS

Away teams also engage in a wide variety of relief missions: providing medical aid to plague-stricken worlds, delivering food to starving populations, relocating refugees fleeing conflict, constructing emergency shelters for at-risk populations, and other humanitarian efforts.

Successfully executing relief operations requires constant training and preparation. Tragedies can unfold quickly, and an organized response minimizes suffering and loss of life. Crews must perform regular drills to plan and prepare for every likely situation, keeping in mind that there is no certainty regarding what they may face in the field.

Medical teams must be prepared to act at a moment's notice to provide medical care. Security teams should expect tense situations where oppressive regimes, terrorists, or other hostile actors target Starfleet personnel and those they have come to help. Engineering teams must be ready to repair vital systems on damaged starships and planetary facilities quickly enough to prevent catastrophe. Practice and preparation will help them face any eventuality.

PEACEKEEPING AND MILITARY

STARFLEET SHIPS ARE TASKED WITH PROTECTING the Federation from both internal and external threats. While the Federation is not in open conflict with any major power, it does experience regular risks, ranging from Orion pirates to the Borg, and if war is formally declared, any given crew will likely find themselves on the front lines.

Under the auspices of the Federation Charter, Starfleet is responsible for maintaining the peace within the Federation and assisting its allies in regular peacekeeping and interstellar law enforcement. While the Federation is a society dedicated to peaceful co-existence, criminal enterprises and pirates are an ongoing problem for border colonies and isolated trade lanes. Starship crews are commonly deployed on a variety of away missions to maintain peace and security throughout the Federation. This is especially true of security teams, who regularly work on cases with local law enforcement, protect Federation dignitaries, and defend Federation facilities.

Peacekeeping away tam members should be skilled in a wide variety of security and investigative fields. Forensics and criminal psychology help reveal the perpetrators of crimes, while knowledge of the local culture and politics can provide insight into local conflicts. In the event of armed conflict, security personnel will need a keen understanding of the area, an awareness of entry and exit points, as well as any security systems or other precautions already in place. Military operations see personnel deployed in wartime, and understanding tactics and strategy is essential for bringing personnel home safely.

COVERT OPERATIONS

STARFLEET PREFERS DIPLOMATIC SOLUTIONS TO resolve any problems with rival governments, but at times Starfleet personnel are still required to take on covert missions in the interest of the Federation. A crew may be called upon to acquire important data, covertly protect foreign dignitaries, rescue hostages, or collect intelligence. Covert missions are key to the security of the Federation, but the secrecy involved in such missions means the Federation may be unable to acknowledge a crew's activities if they are captured. Governments such as the Cardassian Union and the Romulan Star Empire do not have the same respect for individual rights as the Federation does, and records show they are more than willing to subject captured personnel to torture and summary execution.

▷ NON-STARFLEET CAMPAIGNS

Though Starfleet settings are the default for a game of ***Star Trek Adventures***, this is by no means the only way to play the game. Players who wish to take on the roles of non-Starfleet characters have plenty of options. Some of these have been suggested by a series already, such as the mixed crew of Starfleet and Bajoran Militia officers working alongside civilians on Deep Space 9.

Detailed here are three common scenarios involving non-Starfleet characters. You and your group are encouraged to use them, adapt them, or create your own as your collective imagination dictates.

NON-STARFLEET CREW IN A STARFLEET SETTING

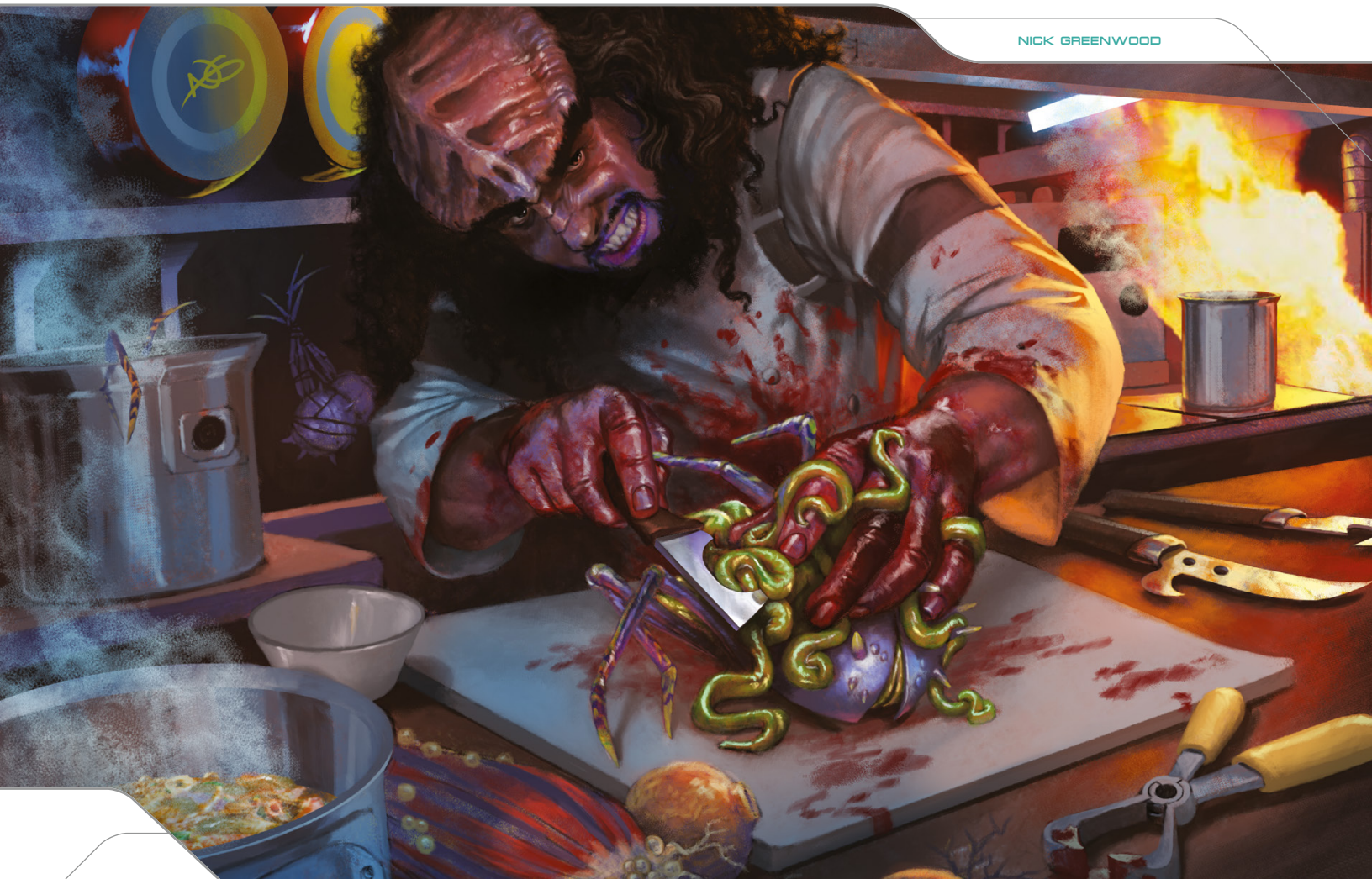
Star Trek has a well-established history of including non-Starfleet personnel as part of the crew of a ship or station. Possible roles a player could take on include a civilian who has a function on the ship (perhaps also a family member of a crewmember), an exchange officer from an allied power, or a visiting citizen from a culture of your own creation.

FEDERATION CIVILIANS IN A CIVILIAN SETTING

For a game setting that is even less militaristic than Starfleet, player characters could be Federation civilians operating in a non-Starfleet setting. Such settings will likely be rare, as they are not inspired by any actual *Star Trek* shows, but they may still appeal to a group of players with a specific common interest, such as fans of legal dramas who want to play a Federation legal team. Or they could be members of the Federation government in the halls of power, or colonists on a strange new colony world full of mystery.

CREW ON ANOTHER CIVILIZATION'S SHIP

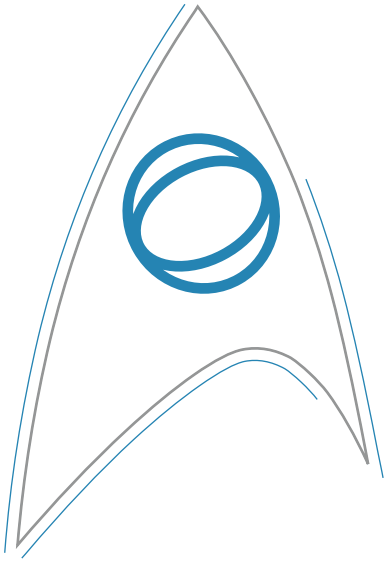
We are Klingons! Or, perhaps we are Romulans! Or Ferengi, Cardassians, Dominion members, Orion merchants (or pirates), or even Borg. These may require adapting the character lifepath rules in *Chapter 4* accordingly, and filling in some gaps in the details the series have shown regarding how the civilization operates its fleet, but fans of a specific species may enjoy doing this anyway.



NICK GREENWOOD

CHAPTER 3

THE FINAL FRONTIER



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JUSTIN USHER

.:CHAPTER 3.1

STRANGE NEW WORLDS

"WE'RE STARFLEET OFFICERS. 'WEIRD' IS PART OF THE JOB."

- CAPTAIN KATHRYN JANEWAY

RODRIGO GONZALEZ TOLEDO

LIEUTENANT ZOE HERNANDEZ

Hi there! I'm Lieutenant Zoe Herandez, chief science officer aboard the U.S.S. Challenger. *Science is a key element of the setting, and will likely play a major role in many of the stories you're likely to experience. The commodore suggested I give you a primer on some key science and scientific elements prevalent in the* Star Trek *universe, so read on; you just may learn something amazing! Let's ease into it by talking about planets.*

FOR ALL THE COUNTLESS STARS IN our Galaxy, the majority have at least one planet in their orbit. These planetary systems develop out of the same nebula which formed the star, and the types of planets can vary widely. It is the responsibility of Starfleet (and the scientific branches of other spacefaring civilizations) to continue cataloguing planetary systems and space sectors to help better understand the overall development of the Galaxy.

COSMOLOGICAL ADDRESS

IT IS IMPORTANT TO UNDERSTAND the order and scale of objects in the universe, and these can sometimes get confused. At the smallest scale are planets, which are round objects found around stars in their own orbit. They may have moons, which could be any size as long as they are locked in orbit around the planet. A star system includes the central star (or stars, if two or more stars are locked in orbit around each other, though these are rare), and any planets, moons, dwarf planets, asteroids, or comets locked in orbit. Dwarf planets orbit a star, but are not large enough to become spherical nor clear out their path of smaller objects either by disruption or accumulation. This classification was established on Earth by pre-Starfleet scientists in Earth year 2006.

Star systems exist within **sectors**, a designation established to help localize areas and aid in navigation and are approximately 20 light-years by 20 light-years by 20 light-years. The Milky Way is divided into four quadrants: Alpha, Beta, Gamma, and Delta. The Alpha and Beta Quadrants are the most explored, as most of the Federation resides in these two quadrants. It was not until the *U.S.S. Voyager* found itself traversing the Delta Quadrant that Starfleet had an understanding of its star systems and local phenomena, and the Gamma Quadrant is notable by its connection to the Bajoran wormhole and prominence in the Dominion War.

A **galaxy** is a large collection of stars isolated in groupings from one another. The Milky Way is one galaxy in the Local Group, which also consists of another large spiral galaxy: The Andromeda Galaxy, and a handful of small dwarf galaxies. Starfleet has only explored within the confines and near edges of the Milky Way Galaxy and the Federation only spans regions in the Alpha and Beta Quadrants.

All of these designations aids in mapping the billions of stars within the Galaxy. To identify a planet, the following information is used in increasing scale:

- Planet
- Star System
- Sector
- Quadrant
- Milky Way Galaxy

Planets are classified by generic properties which help quickly identify and understand the potential risks and opportunities present when one is discovered. Following are the various classifications, starting with the most popular and then in alphabetical order after. Identifying parameter ranges for gravity, atmospheric pressure, and temperature are given, though care must be taken to understand these are generic identifiers and it's possible to have a class of planet where one parameter may fall outside this range.

Gravity is given in G which is multiples of Earth's gravity, which is equivalent to 9.81 m/s2, Atmosphere is given in units of atm, where 1 atm is equal to Earth's average atmospheric pressure and equal to 1.01 x 105 N/m2, and finally temperature is given in Celsius, an Earth standard which is 273 degrees above absolute zero. Additional risks and rewards for each planetary classification are also suggested, though not limited to what is presented.

▷ SECTORS

Sectors and quadrants are designations unique to the *Star Trek* universe. Modern-day astronomers do not use these nomenclatures, if for the simple fact that we have not explored or mapped out our Galaxy enough to make it worthwhile. Therefore, the method of assigning sectors is pieced together from various appearances and has a lot of flexibility as there is no one "rule" for it. For the purposes of ***Star Trek Adventures***, gamemasters may feel free to use their own method, as long as the Sol System (Earth) is the central sector, aka Sector 001.

.: CLASS-M

Class-M is the most important and primary planet for the purposes of Starfleet tracking and databases. This is because these planets are considered habitable, and more specifically, Earth-like. While it is acknowledged there are many types of life-forms that could consider other classes liveable, Class-M planets are more likely to have advanced species that may be considered by the Federation, but, more importantly, can offer safe harbor to Starfleet personnel in a crisis. The "M" designation is short for "Minshara," which is the Vulcan designation for a planet suitable for humanoid life.

The major geological characteristic which enables a Class-M planet is a molton rock mantle surrounding a metallic core. This creates a magnetic field which protects the atmosphere from erosion due to solar winds and subsequently retains liquid water on the surface due to atmospheric pressure.

RELEVANT STATISTICS:

- **Gravity:** 0.6-1.4 G
- **Atmosphere:** 0.8-1.2 atm
- **Temperature:** -25–45^0 C

RISKS: Dependent on the planet, there are no standard risks that are common across all Class-M planets.

REWARDS: There is a high likelihood of exobiological discoveries, and potential first contact with advanced civilizations if appropriate cautions are taken.

TOBIAS RICHTER

.:CLASS-D

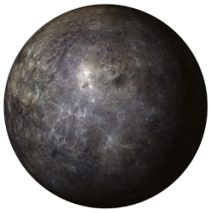
Class-D planets are the first with any potential for activity or interesting features that may be of interest to a Starfleet crew. These are typically asteroids or moons and tend to be the most common in a star system due to the lack of atmosphere and their smaller, indiscriminate size. If only in orbit around a star (likely in a belt of like objects) it is considered an **asteroid**, and if it is in the gravitational field of a planet, it is considered a **moon**.

RELEVANT STATISTICS:

- **Gravity:** 0.01 – 1 G
- **Atmosphere:** < 0.001 atm
- **Temperature:** -100 to -75^0 C

RISKS: Space environmental suits must be worn on the surface at all times due to the low temperature and lack of atmosphere. The low gravity may also cause mechanical and physical difficulties.

REWARDS: The abundance of these types of planetoid results in a significant amount of resources such as water ice and metals.

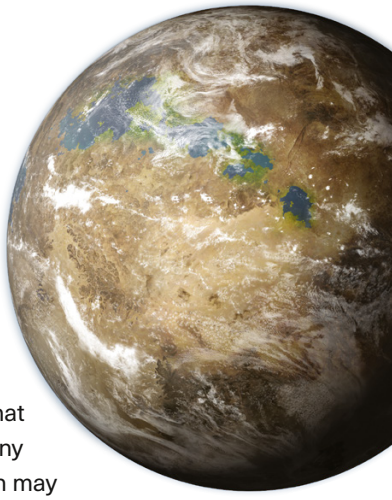


.:CLASS-H

There are a handful of unique planets that fall under the Class-H category. Class-H planets are primarily desert-like and slightly smaller than most Class-M planets. They are hot and dry with very little surface water. They are only slightly habitable for the majority of humanoids, and some adjustments may need to be made to make it comfortable to live.

RELEVANT STATISTICS:

- **Gravity:** 0.6-1.4 G
- **Atmosphere:** 0.7 - 1.5 atm
- **Temperature:** 0–50^0 C



RISKS: The hazards of Class-H planets will likely be due to higher temperatures. Additionally, it is possible that some form of radiation is what initiated the desert-like conditions. This may result in residual radiation that over long periods of time may affect any humanoids. Atmospheric composition may be hazardous. There is likely little water to be found on these planets.

REWARDS: Under emergency situations, it is possible to survive on a Class-H planet for a short period of time. Studying the past conditions and planetary evolution of Class-H planets may also help understand different environmental conditions that could predict the future of Class-M planets.

.:ECHO 2 ANOMALY

SCIENCE OFFICER LOG: T'POL (2151)

Upon reviewing the initial installation of the Echo 2 subspace buoy, I discovered an anomalous signal. It appears a burst of unique frequencies was detected within a five-minute window of activation. Analysis has not uncovered the source and this particular energy surge has not repeated.

I have shared these findings with Communications Officer Hoshi Sato, as in her role, she may have encountered similar energy readings. Not being able to aid further, her only formal response was "Wow," confirming the uniqueness of this signal.

As subspace communications are only just being developed, I have sent the readings to both Starfleet and the Vulcan Science Council for further investigation.

.:CLASS-J

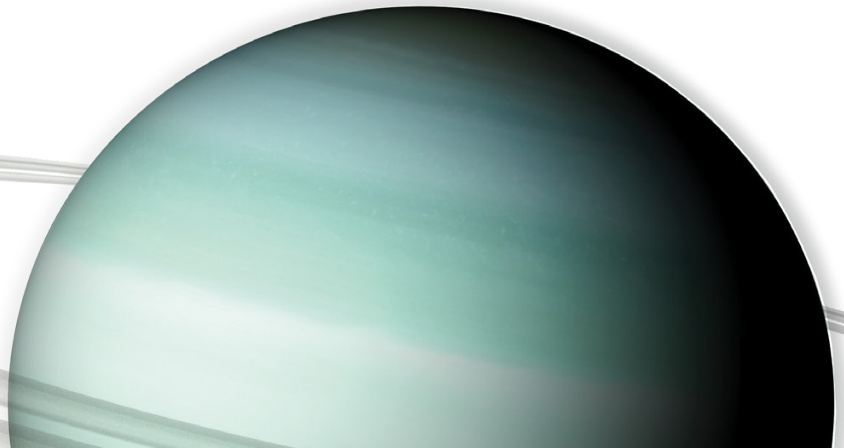
The most common gas giant planets fall under the Class-J category. These tend to be large planets and can orbit at any distance from the parent star. The atmospheres are dense and mostly hydrogen with no known surface to land on or inhabit. It is possible to set up orbital stations around the planet or within the outer atmosphere. This is particularly beneficial for mining hydrogen and other elements. With no discernible surface, the atmospheric pressure and temperature statistics are highly variable and irrelevant for visiting.

RELEVANT STATISTICS:

- **Gravity:** 0.8–4 G (at the top of the atmosphere)

RISKS: The massive and dense atmospheres can be incredibly hazardous when entering. Additionally, there are high temperatures and radiation within the clouds.

REWARDS: Class-J planets frequently have Class-M worlds orbiting as moons.



.:CLASS-K

Unlike Class-J planets with no discernible surface, Class-K worlds have a solid surface but are nearly impossible to survive on without extensive terraforming. A key identifier of a Class-K world is its frigid temperatures. These temperatures may be due to an almost total lack of atmosphere such as Mars, or a significant distance from the home star which does not allow for heat absorption despite the potential presence of a dense atmosphere.

A further classifier if the atmosphere is present, is if it is breathable by the majority of Starfleet personnel, so planets high in methane or argon would be considered uninhabitable Class-K planets. Only in extreme emergencies should crew consider setting foot on a Class-K world, and only if there are enough supplies and facilities to isolate the shelter from the surrounding environment.

RELEVANT STATISTICS:

- **Gravity:** 0.5-2.0 G
- **Atmosphere:** 0.001 to 10 atm
- **Temperature:** -100–0^{0} C

RISKS: Hazards on Class-K worlds are primarily due to the lack of or incompatible atmosphere. The temperature may be mitigated for short periods of time.

REWARDS: Atmospheres of Class-K worlds (if the atmosphere is present) could be a source of unique chemical structures such as methane or hydrocarbon chains.

.:CLASS-L

Planets which possess some life but are largely uninhabitable are considered Class-L planets. These have limited vegetation and hardly any animal creatures. The planets are likely early in their evolution and so larger creatures and a more diverse food chain have yet to develop. The atmospheres are likely high in oxygen and argon and have compositions unfriendly to most humanoid crew members.

RELEVANT STATISTICS:

- **Gravity:** 0.6-1.4 G
- **Atmosphere:** 0.7 - 2.5 atm
- **Temperature:** -10–60^{0} C

RISKS: Class-L planets are sometimes confused as a Class-M planet, so care must be taken to carefully analyze the atmospheric composition as well as the biological life present to make a clear determination before landing on the surface. Without proper precautions, and especially in emergency situations, a crew could find themselves in a dire scenario if on the surface of a Class-L world.

REWARDS: These worlds offer an opportunity for exogeologists and exobiologists to examine planets early in their evolutionary processes. The majority of Class-L worlds have primitive atmospheres, life, and geological formations.

.:CLASS-T

Compared to the Class-J planets, Class-T are considered "ultra-giants" and are widely thought to be the largest objects that could even be classified as planets. If not orbiting in a star system, a Class-T planet would be considered a "brown dwarf" or a early star that never reached a high enough density to increase the temperature or begin fusion. Most Class-T planets are found in early star systems while the surrounding planetary system is still continuing to form.

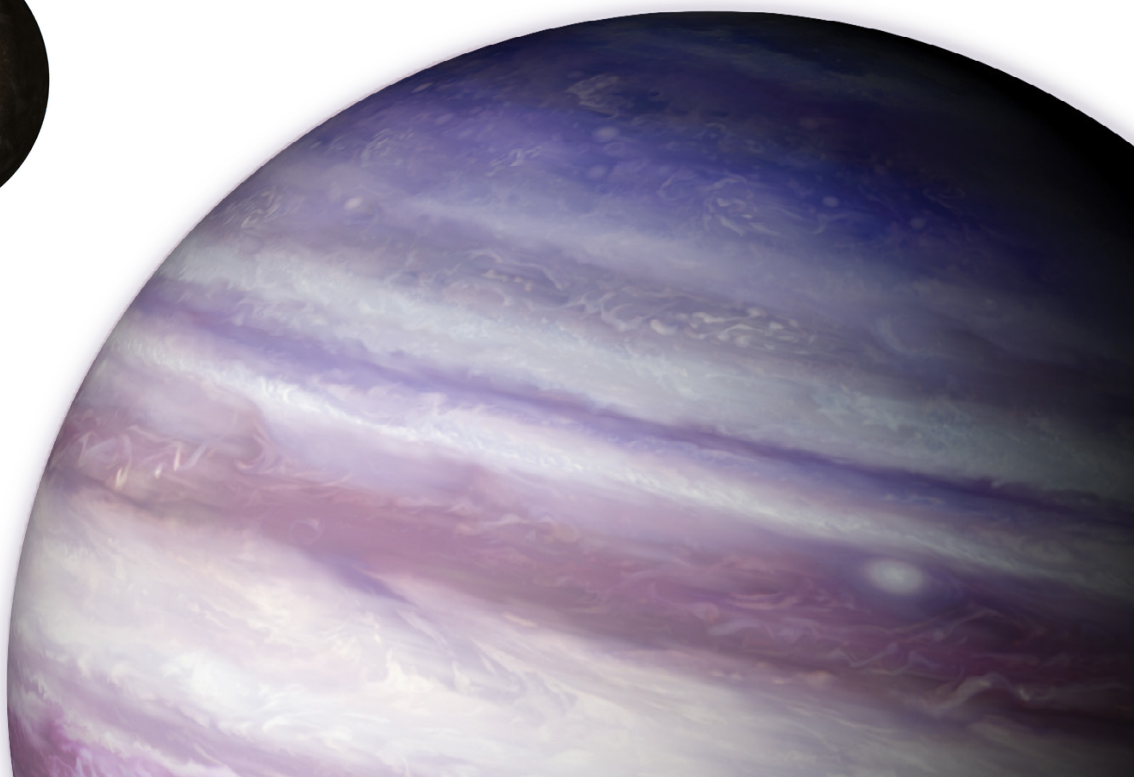
If not flung from the star due to its high mass, the surrounding atmosphere will likely be sapped by other objects near its orbit and redistributed to the still-forming star system. Like Class-J planets, the atmospheric pressure and temperature statistics are widely variable throughout the planet and therefore are irrelevant.

RELEVANT STATISTICS:

- **Gravity:** 2–15 G (at the surface of the atmosphere)

RISKS: As with any young star system, the material within is incredibly turbulent and has not settled into predictable orbits. Observations of a Class T planet run the risk of collisions with other objects and disrupted gravity fields.

REWARDS: Studying the early formation of star systems is of particular interest to astrophysicists and such data may help understand future evolution of nearby star-forming nebulae.



.:CLASS-Y

Also known as “Demon Planets” these worlds are noted for their incredibly dense and toxic atmosphere, high temperatures, and significant radiation fields. Any one of these parameters makes a planet difficult to study from the surface, but, combined, significantly increases the risk of unpredictable and catastrophic events. The atmospheric composition and radiation fields of these Class-Y worlds also makes sensor analysis from orbit nearly impossible. This class of planets is considered by Starfleet to be the least hospitable to humanoid life and are almost instantaneously fatal if special protections are not taken.

RELEVANT STATISTICS:

- **Gravity:** 0.5–1.5 G
- **Atmosphere:** 2–200 atm
- **Temperature:** 40–800 ^{0} C

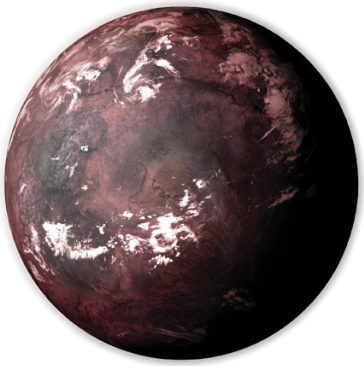
RISKS: Radiation, atmospheric pressure, and temperature are all deadly on the surface of a Class Y planet.

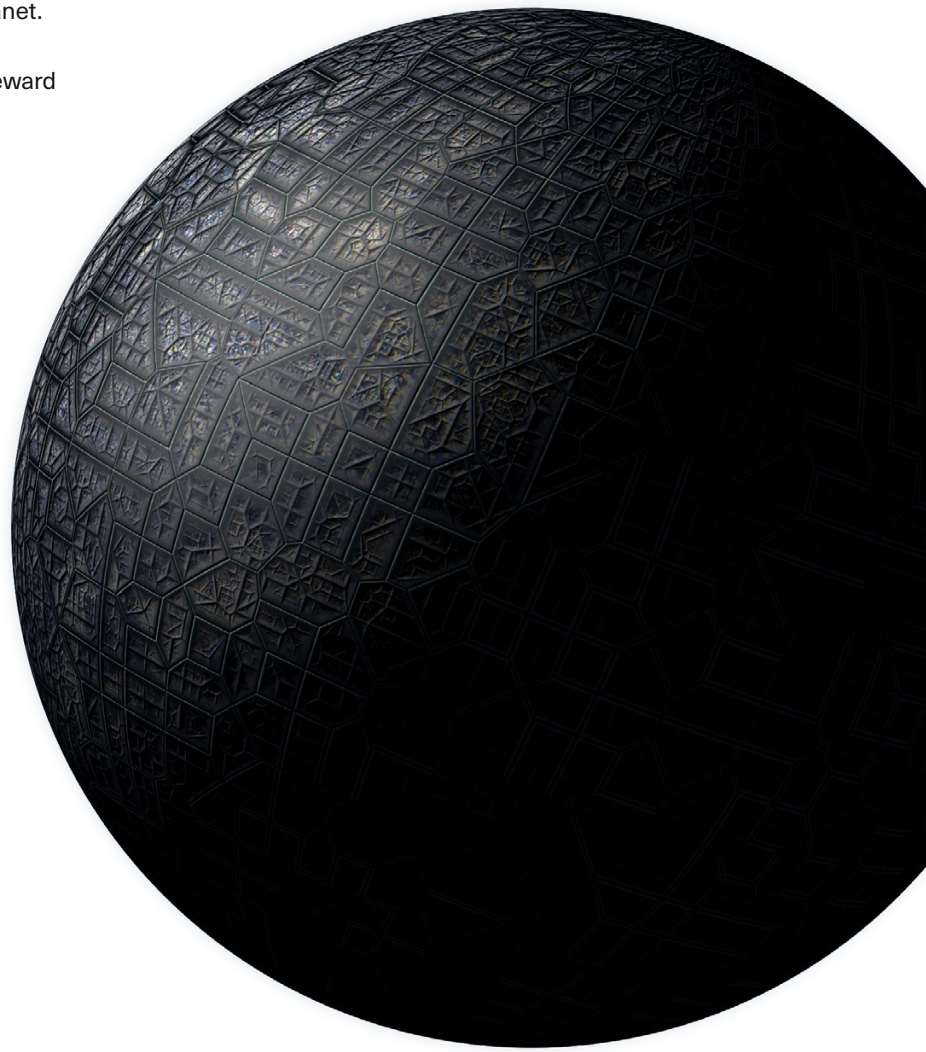
REWARDS: There is no advantage or possible reward worth the risks on a Class-Y planet.

.:PLANETARY ANOMALIES

While every attempt has been made to categorize potential planetary worlds, there will always be unique circumstances and anomalies. Any planet that does not fit the standard classification is requested by Starfleet to have further analysis performed and logged. Some examples of anomalous worlds deemed worthy of further evaluation include binary planet systems, planets with temperatures or atmospheres thought to be impossible based on the distance from the parent star, or apparently hostile environments which have an abundance of lifeforms present.

Another interest for Starfleet scientists and engineers is planets which exhibit indicators of past life and technology but for some reason are now abandoned. Studying these worlds helps understand the impact of advanced technology on a planet’s evolution as well as the possible future of Federation worlds.





.:CHAPTER 3.2

NEW LIVES AND CIVILIZATIONS

"IT'S HARD TO BELIEVE HOW MANY ARE OUT THERE."
- GWYNDALA

RODRIGO GONZALEZ TOLEDO

LIEUTENANT ZOE HERNANDEZ

As a Starfleet crew member, or really any sort of space traveller, it's common to interact with new life-forms and species, which may or may not be easy to understand or communicate with. These can be widely variable in form such as creatures, plants, fungi, or something completely new. Every attempt should be made to maintain peace and understanding, even when communication is difficult.

THIS SECTION DETAILS KEY LIFE-forms and a list of potential encounters to keep in mind while exploring.

.:HUMANOIDS

The majority of interactions with recorded species and life-forms, will be humanoids. Humanoids are typically defined by being carbon-based, breathing standard Class-M atmospheres, usually bipedal, and possessing some method of communication, be it speech, gestures, telepathy, or symbols like writing. Humanoids on a planet are likely near or at the top of their respective food chain.

.:PREDATORS AND AGGRESSIVE CREATURES

Large creatures, whether at the top of the food chain or not, may post a risk to away team personnel. Attacks may occur for a variety of reasons such as being territorial, protecting young, or seeing the crew as tasty prey! When creatures are exhibiting aggressive behavior, crew should begin backing away while maintaining eye contact. If distance cannot be maintained, away teams should arm themselves with phasers set to stun while preparing to run or request emergency beam-out. Turning backs to an aggressive predator is extremely risky, and only special knowledge of similar creatures will indicate whether reactions such as making oneself large and aggressive to ward off, or small and timid will be effective mitigation techniques. A trained exobiologist or similar will be able to make these judgments, but all other crew should simply attempt a safe, rapid escape.

▷ FOOD CHAIN

Each planet capable of life will have a defined food chain through which energy is transferred from one organism to another through consumption. Upon arrival at a new uncharted planet, it is imperative for the science division to establish as best as possible the food chain and organisms within. This work will help limit any impacts to the planet by the arrival of personnel.

Plants and smaller organisms widely consumed by larger predators have a higher population and are more robust from long-term impacts to the ecosystem. Alternatively, apex predators and others near the top of the food chain have much smaller populations and run the risk of adverse effects if eliminated. Full documentation of a planet's food chain can be incredibly difficult, but a general attempt and understanding is possible and necessary.

Even the most passive creatures may pose a threat when in large groups. There is an ongoing threat of stampedes or herds which can quickly overwhelm a small away team. Care should be taken when dealing with encountering large groups of creatures and it is advisable to exit the area with haste.

Some aggressive creatures may be more subtle and their attacks less obvious. The primary type of creature that falls into this category are parasites. Parasitic creatures use their target host for feeding and potential infiltration and control. Not all parasitic creatures are hostile, as some may seek a symbiotic relationship that benefits both, but this is not a risk worth taking.

.: UNIQUE LIFE-FORMS

When it comes to discovering new life in the universe, knowledge is mostly limited by what is already known. Essentially this means that when a crew is looking for potential life, you will use indicators dependent on our current understanding like a need for water, a certain atmosphere, and known methods of communication. The three main categories to classify unique life-forms are **non-humanoid**, **non-carbon based**, and **spacefaring** life-forms.

NON-HUMANOID LIFE-FORMS

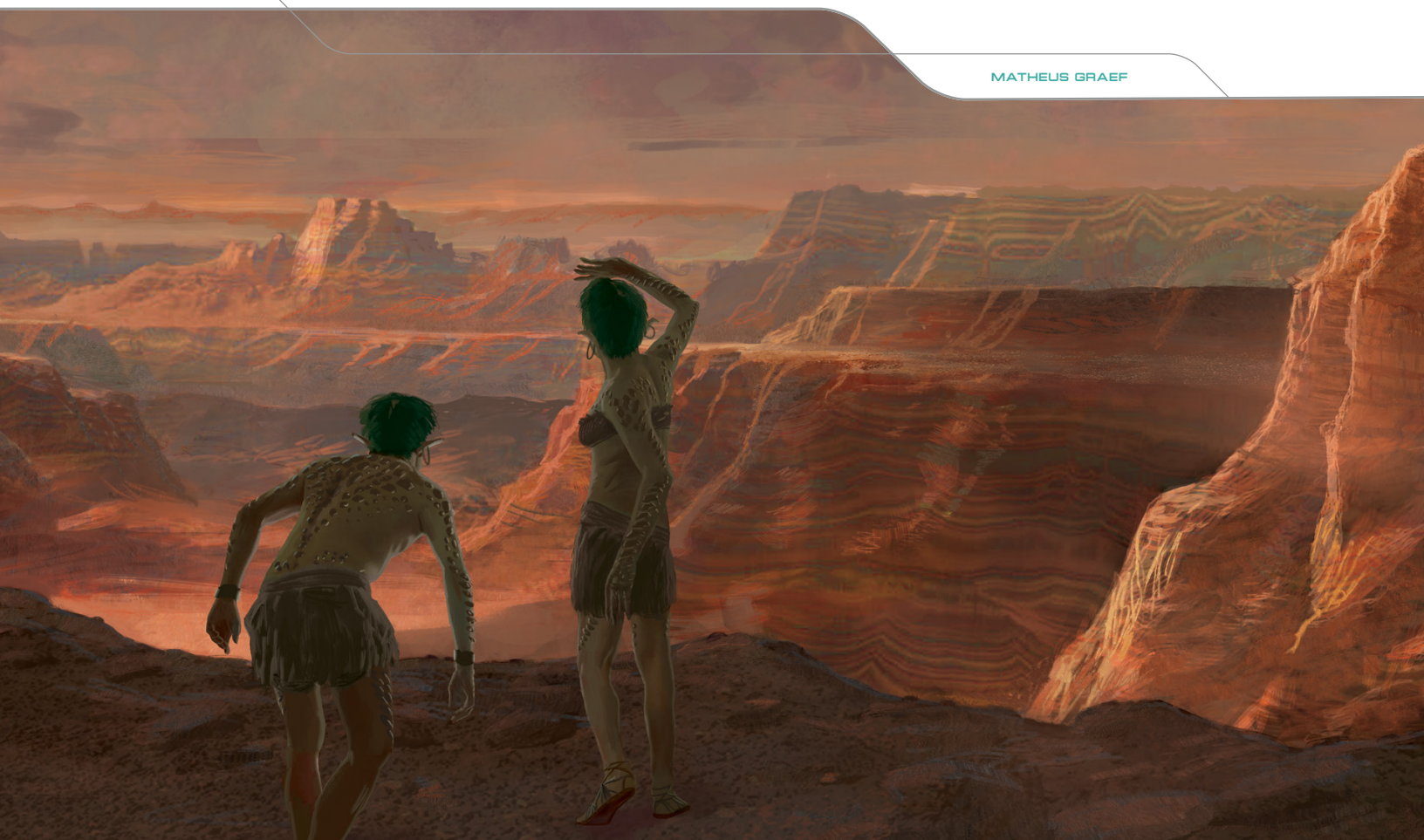
There are plenty of creatures who are not considered humanoid. Where they become of particular interest is when these are considered intelligent or advanced. These are sometimes difficult to identify, though advanced technologies may be detected to help indicate their presence.

NON-CARBON BASED LIFE-FORMS

Life-forms which are non-carbon based are incredibly difficult to detect and discover. This is because the fundamental processes which define life-forms and creatures as identified on Class-M planets are based on their chemical and biological needs as carbon-based life-forms. Creatures such as the Horta found on Janus VI are silicon-based, which has different requirements and, more importantly, is not detectable by standard scanning equipment. Communication with these life-forms is typically difficult due to their unique nature, and telepathy has typically been the most effective method.

SPACEFARING LIFE-FORMS

Occasionally, explorers encounter creatures capable of living isolated in the vacuum of space. These can pose unique threats to a starship and can inadvertently trigger a dangerous scenario. While rare, these encounters do happen, such as the crystalline entity incidents.


MATHEUS GRAEF

.:CHAPTER 3.3

SPACE-BASED PHENOMENA

"A DYING STAR. WHAT A RARE AND EXCITING WAY TO MEET OUR DOOM!"

- ZERO

RODRIGO GONZALEZ TOLEDO

LIEUTENANT ZOE HERNANDEZ

One of the key expectations for Starfleet personnel is to log and understand the universe and all the different phenomena out there. While we've been doing this for a while and have a pretty good understanding of most common phenomena, there's always something new to encounter and discover.

THIS SECTION DISCUSSES SOME OF the most common spatial phenomena present in the Galaxy. You're likely to encounter or experience these during your campaigns and missions. Whole story arcs could be developed around any one of these phenomena.

STELLAR LIFE-CYCLE

STARS FORM OUT OF A NEBULA CONsisting of primarily hydrogen gas, but with some helium, trace amounts of heavier elements, and dust. Small particles will begin attaching to one another, increasing their mass and therefore increasing the likelihood, due to gravity, that more particles will accrete. A snowball effect then occurs where a large mass begins to form in the center of the nebula. This central mass has increased density and therefore an increased temperature, which is further encouraged by the friction of all these particles as they collide and merge with one another. At this point the central mass is glowing from the heat, but has not begun fusion and therefore is defined as a protostar. The surrounding nebula is still coalescing and the angular momentum causes the nebula to flatten as other particles begin to merge together to form potential planets and other system objects.

If mass continues to accrete, the interior becomes so hot and dense the hydrogen is fused and becomes helium. When this occurs, the protostar is now considered a star and resides on the main sequence of the Hertzsprung-Russell Diagram (see page 73) which also defines the star's type. The majority of the star's lifetime is spent combining hydrogen into helium. Scientists have performed experiments to accelerate this process or manipulate it in some other way, though no successful, large-scale techniques for interfering with solar fusion have been logged.

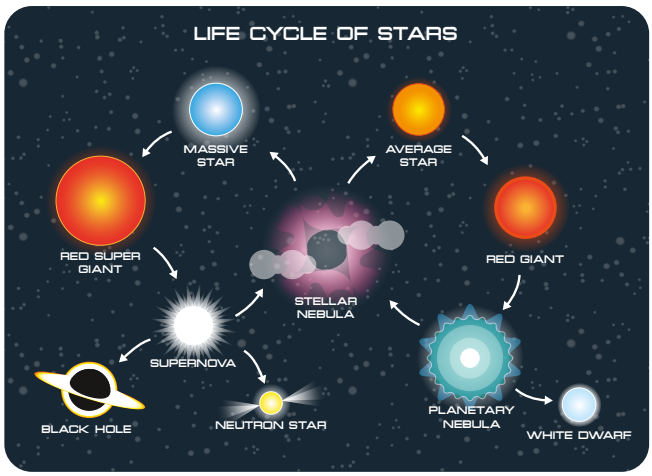
▷ NEBULA

The term "nebula" is commonly used across astronomy. Derived from the ancient Earth language Latin, *nebula* simply means "cloud" or "fog" based on how these objects looked in early telescopes. However, current understanding is that there is a huge variety of nebulae in the universe, with a variety of origins, purpose, size, and composition. The majority of nebulae are informed by the stellar life-cycle, either at the formation of stars or a result of the death of a star. A star-forming region may be several to hundreds of light-years in diameter and may have dozens of stars forming within. Planetary nebulae and supernova remnants are typically smaller and localized to a former star system.

While a star is going through its lifetime, it is balanced between gravitational and radiation pressure. The gravitational pressure is from the sheer amount of mass that makes up the star all continuing to fall down on itself and compress in the middle, but this is balanced by the radiation emanating from the fusion processes that push out from the center.

Once a star runs out of hydrogen in the core, the helium begins fusing into carbon and heavier elements until a mass limit is reached (dependent on the initial mass). During this stage, the change in the inner chemistry results in the star reddening and expanding into a **red giant**. While there are some unique cases, most stars will go through this stage. In terms of time scales, stars will fuse hydrogen and spend billions of years on the main sequence, and the red giant phase is on the order of a few hundred thousand years, on average.

The star continues to fuse heavier elements until it eventually runs out. At this point two outcomes occur that are dependent on the initial mass of the star. For the majority of



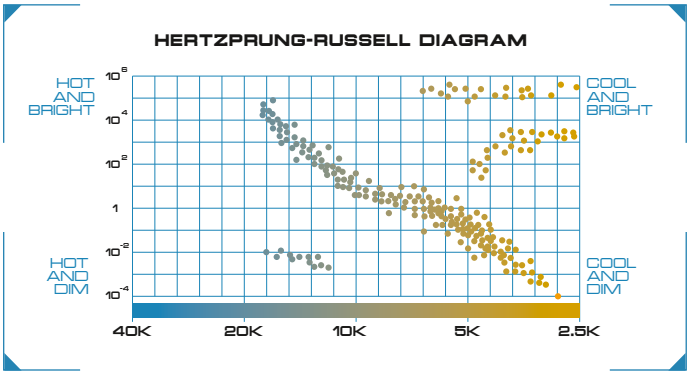
stars, like Sol, they will run out of fuel and the outer layers will slough off, leaving behind a glowing core called a **white dwarf**. For massive stars, the sudden loss of radiation pressure causes the star to collapse in on itself. Eventually a mass density limit is reached and the layers continuing to collapse will bounce off, resulting in an explosion of light. That extremely dense core that has been pushed to its limit will either be a neutron star or a black hole.

STELLAR CLASSIFICATION

STARS SPEND THE MAJORITY OF THEIR LIFE IN WHAT is called the main sequence while they fuse hydrogen into helium. The term "main sequence" comes from the Hertzprung-Russell diagram, on which a clear line is visible where stars are defined by their temperatures and luminosity (intrinsic brightness). These characteristics (which also take into account mass) define a star's spectral class.

.: THE HERTZPRUNG-RUSSELL DIAGRAM

First defined in the early 20th century on Earth, astronomers were able to assemble spectrographic surveys of stars and begin defining classifications. When grouping stars by luminosity and temperature, a pattern emerges where one or two characteristics are able to inform additional parameters. The **Hertzprung-Russel Diagram** (or "H-R Diagram") is a simple way to define and classify many parameters at once. If a star's temperature and brightness are known, it will also define the average mass and lifespan of the star. As stars go through their lifetime, they will "fall off" the main sequence as they enter the red giant phase and further if it becomes a white dwarf. Finding where a star falls within this diagram is informative to astronomers and helps them to understand stellar populations and life-cycles.



.: SPECTRAL CLASSES

Work done on star spectra primarily by women on Earth in the early 20th century helped understand the composition of stars. As the understanding of stellar populations exploded, many methods of classifications and categories emerged. The work of Annie Jump Cannon and the other "Harvard Computers" resulted in an alphabetical classification. When stars are assembled on the H-R Diagram, the spectral types in order from hottest and brightest to coolest and dimmest go O-B-A-F-G-K-M. Sol is a Class-G star and is considered average in terms of mass, temperature, brightness, and lifetime.

ELECTROMAGNETIC SPECTRUM

The majority of observations of worlds and the Galaxy is through the reflection and emission of light. Light is not limited to visible, such as detected by Human eyes, but makes up a full range of spectra. The electromagnetic spectrum ranges from low frequency, low energy waves such as radio or microwave through visible up to high frequency and high energy waves like x-rays and gamma rays. Light may be reflected off an object, informing the composition, or it may be emitted intrinsically.

One further method of observation using the electromagnetic spectrum is through absorption, in which light from a background emitter passes through a non-opaque medium which absorbs certain frequencies of the spectra. An observer on the other side will note gaps and may determine the composition of the interim material. This analysis and the majority of additional observations made of stellar objects are done using spectroscopy, where the electromagnetic signal is diffracted through a prism and peaks or gaps may determine composition.

▷ SPECTROMETRY

The primary method for astronomical analysis is through **spectroscopy**. This process takes electromagnetic light and diffracts it, breaking it up into different frequencies. Analysis of these frequencies establishes peaks and troughs through which scientists can understand the composition of associated material. These frequencies are identified when electrons in an atom jump to specific energy levels and then drop, absorbing and emitting light at that energy level. Further spectral lines may come from energy due to molecular vibrations such as found in H2 or H2O molecules.

When a science officer is attempting to identify the composition of a nebula, or the atmosphere of a planet, or other object in the universe, they can perform as "spectroscopic analysis" which will isolate and identify the different elements and molecules present.

.: SUBSPACE ENERGY SURGE

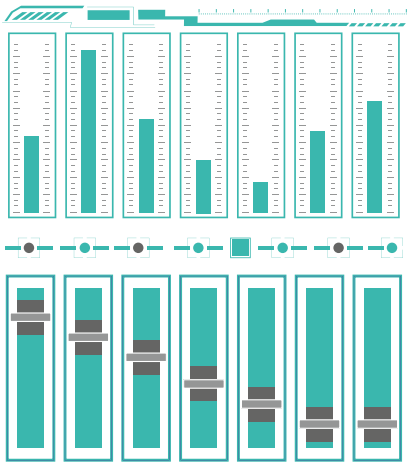
PERSONAL CORRESPONDENCE, LT. KATHRYN JANEWAY (2360)

Tuvok,

I hope Jupiter Station is treating you well and that you are privileged with many interesting conundrums. In case not, I have one for you. I was tasked with leading a team to replace a retired subspace communications relay. While performing calibration readings, I detected an electromagnetic feedback charge that overloaded my sensors. The calibration sensor was limited to 24.000 milliamps so there are likely many sources which could cause this. However, the mystery deepened while reviewing the wide-band electromagnetic spectral sensor. A surge in electricity would likely be accompanied by *some* form of electromagnetism; however, no signal emerged above the background noise. It doesn't help that we don't know what type of signal to look for, otherwise I would have suggested a matched-filtering algorithm to help enhance any signals in the data.

Out of all the hundreds of subspace relays Starfleet has installed, I only found one subspace relay installation anomaly, back when the program was first started. Science Officer T'Pol sent a set of data to Starfleet noting an energy surge during the installation of Echo 2. If you still have access to the Vulcan Science Directorate, any chance I could beg a favor? It's likely T'Pol sent the records to Vulcan as well.

Be well my friend,
Kathryn



.:CHAPTER 3.4

THE DANGERS OF SPACE

"SPACE IS DISEASE AND DANGER WRAPPED IN DARKNESS AND SILENCE."

- DR. LEONARD "BONES" MCCOY

WHILE DEEMED WORTHY OF RESEARCH, exploration, and long missions away from home in the name of the above, outer space nevertheless presents a multitude of risks and dangers. Analyzing and preparing for these inevitable encounters may help mitigate potential threat to or loss of life, however unpredictable they may be. These environmental dangers can be divided into what are considered **transient** (short-lived) or **continuous**.

TRANSIENT THREATS

In a Galaxy filled with a variety of objects at different stages of their life, the unpredictable is certain to occur. While rare, if caught in the cross-fire of these events, the crew or an entire starship may be at risk. Dedicated observation of sensors, a mapping of the nearby environment, and an understanding of astronomical processes may help prepare your ship. The following are the most common transient events, though care should be taken to understand this is not a comprehensive list of the possibilities.

.:SOLAR FLARES

While observing a star system, solar activity may impact the functionality of a starship. As large balls of plasma, main-sequence stars build up magnetic fields through their rotation. At the peak of this activity, the magnetic field and trapped radiation may suddenly break free and a high density of solar radiation and high-energy particles will travel through the solar system. While unlikely to be hit in the cross-fire of such an event, getting hit with a solar flare will likely threaten shields and electrical systems throughout the ship.

An extreme version of a solar flare is known as a Coronal Mass Ejection (CME). This is where the solar flare is so intense, it carries an abundance of massive particles that can also physically do damage to a planet or starship. If hit with a CME, not only will shields and electrical equipment be knocked offline (as if hit with an electromagnetic pulse weapon) but the crew will be at risk of radiation exposure.

.:GAMMA-RAY BURSTS

There are multiple types of Gamma Ray Bursts (GRBs) that occur throughout the Galaxy on a regular basis. The two types are considered "short", less than two seconds in duration, and "long", longer than two seconds. The origin of these events is due to either colliding compact objects or a star explosion at the end of its life, respectively. GRBs contain such high amounts of energy that they are radiated in a beam, like a lighthouse. This means the likelihood of direct impact is rare, but they also are able to do damage at distances up to dozens of light years from the source. If hit with a GRB, shields will be knocked offline, perhaps

LIEUTENANT ZOE HERNANDEZ

Space is dangerous. There's no way to sugar-coat it. Our ships and stations are thin-hulled masterpieces of technology only just barely holding back the lethality of space. I don't say this to scare you, but to prepare you. Exploration is wonderful and amazing, and yet my crew and I are always on our guard, trusting each other to follow regs and safety protocols so if one of us has a really bad day, we don't all end up as space dust.

RODRIGO GONZALEZ TOLEDO

permanently damaged, and the crew will be exposed to a likely fatal dosage of electromagnetic radiation. GRBs are also known to cause extinction events on planets; if a local star system is hit directly with a GRB it will obliterate all life on the surface and any life up to 1 meter underwater. Subsurface life will be mostly protected though will have to deal with a reduced atmosphere and disruption to the food chain.

.: SUPERNOVAE

When a star reaches the end of its life, the balance between radiation pressure and gravitational pressure is no longer stable. There is now no fusion processes happening which means there is no radiation pressure to "hold up" the surface of the star. If sufficiently massive, the star's outer layers will begin to collapse down. Eventually they will reach a point where the star's mass is so dense that it cannot be compacted further and the outer layers "bounce" off the central mass and radiate back out to the Galaxy. Due to the rarity of massive stars, these events do not happen often, but if caught within a dozen or so light years a ship would be exposed to a high density of radiation particles.

.: BAJORAN WORMHOLE COMMUNICATIONS

SCIENCE OFFICER'S LOG: JADZIA DAX (STARDATE 48589.4)

Deployment of our subspace communication relay through the Bajoran wormhole has not been without incident. Once again, the Bajoran prophesies have given our progress pause, though it appears to have benefited our progress. A small amount of silithium seemed to threaten the wormhole's stability but instead it created a subspace filament that stabilizes the communication relay. Reviewing the data from the mission is proving to be trickier than normal. The comet fragments during deployment have added background noise to the scans.

Additionally, there are high amounts of neutrino emissions in the data, which appear to be elevated compared to the standard wormhole emissions but not outside of the noise range to flag anything of interest. I have deployed continuous monitoring sensors for the next 50 rotations to ensure the relay is stable.

CONTINUOUS THREATS

While exploring the Galaxy, there are a number of astronomical bodies and events providing a continuous threat to your ship and crew. Most of these are predictable and easily mitigated, but in an emergency there may not be time to account for these risks. These threats can also exacerbate other events that were not predicted. When troubleshooting issues on the ship or on a surface expedition, engineers and scientists should consider these threats as potential complexities.

.: COSMIC RAYS AND RADIATION

Cosmic rays are a generalized term for radiation particles that permeate interstellar space. Their origin may be from high-energy radiation from the center of other galaxies, solar winds, supernovae or other violent events that occur throughout the universe. Even though the latter examples are transient one-off occurrences, it's the combination of all of these happening at great distances on a regular basis that creates a standard background of radiation. While ships are all outfitted with material that shields the crew from the majority of this radiation, over years or even decades of space travel these cosmic rays begin to degrade the external systems and hull integrity. This degradation is not catastrophic, but it is a weakening factor that must be considered in regular maintenance.

.: SOLAR WIND

While cosmic rays are a constant background source of radiation no matter where one is in the Galaxy, when traveling within a solar system solar wind is a much greater factor and risk. Solar wind is a term that captures the high-energy radiation particles emitted from the home star. A planet may protect itself from the majority of this radiation by having a magnetic field. Without a magnetic field to redirect these charged particles, the atmosphere will be blown away and thus become inhabitable. A starship's standard outfitting should be sufficient to protect from background solar wind, but care must be taken when crew are on away missions to the surface of worlds where a protective magnetic field does not exist. While the effects are not immediate, if a crew member spends too long on an exposed surface, or goes on regular exposed missions, they will begin to exhibit radiation poisoning.

.:CHAPTER 3.5

SPACETIME AND SUBSPACE

"FOUND A SUBSPACE FISSURE. SHOULD MAKE IT POSSIBLE TO COMPLETE THE SCAN."

- CLEVELAND BOOKER

IN THE LATE 19TH CENTURY, EARTH mathematicians began exploring the idea that our universe was a four-dimensional fabric: three dimensions of space and one dimension of time. The three spatial coordinates are able to be controlled but time progresses forward at one second per second and can not easily be manipulated.

In the early 20th century, Earth physicist Albert Einstein explored this concept further and looked at ways that mass affects the shape of spacetime. The easiest way to conceptualize this is that the fabric of spacetime is like a trampoline, and masses like planets or stars cause spacetime to warp, as if there is a bowling ball on the trampoline.

The more massive an object is the more difficult it is to travel through the universe on the surface of spacetime. The lighter an object is the easier it is to move through spacetime. Particles with no mass, such as light or neutrinos, simply coast on the surface of spacetime in a straight line. If they encounter gravitational wells from other massive objects, they will curve and find the shortest possible path. This effect when considering light is called **gravitational lensing** and can be used in myriad ways on large or small scales. If there are objects that do not emit electromagnetic radiation but have a gravitational presence, it may be detected through the gravitational lensing of background stars. Examples of these could be pockets of dark matter, or cloaked ships.

LIEUTENANT ZOE HERNANDEZ

The fundamental physical process of the universe that has enabled deep space travel and communication is rooted in the concept of spacetime. Let me bend your brain about it a bit.

RODRIGO GONZALEZ TOLEDO

WARP DRIVE

On the surface of the fabric of spacetime, it is impossible to travel faster than the speed of light. By taking advantage of the fact that *spacetime itself* is not limited, warp drives build a bubble of spacetime around the ship and allow that to propel the ship faster than the speed of light. If higher speeds are required, it is possible to build a bubble around the first one, which is considered a subsequent warp factor. Building a bubble of spacetime requires a high amount of energy generated from matter/antimatter reactions in the warp core.

.:DILITHIUM

The purpose of dilithium in the warp core is to regulate the matter/antimatter energy generation processes. The warp core utilizes deuterium and anti-deuterium as the fuel source. When combined, these two annihilate one another and generate massive amounts of energy, used to build a warp bubble from the surrounding spacetime. If left unregulated, the mixing chamber runs the risk of a positive feedback loop which would catastrophically destroy the ship from the rapid release of energy.

WORMHOLES

Another method of shortcutting the vast distances in space is through a wormhole. Imagine the fabric of spacetime is all laid out flat, but locally there are bumps, ridges, and some parts even folded over each other. A wormhole is a hole that connects two points in spacetime, basically punching a hole between points that are folded over each other. It is important to note that because two points are connected in the four-dimensional fabric of spacetime, a wormhole may connect two points in space, or two points in time (a temporal vortex) or a combination of both spatial distance as well as time.

Wormholes may be naturally occurring or artificially generated. In order to artificially generate a wormhole, the technology requires a vast amount of energy. Traditionally, it is simply the presence of mass that can affect the shape of spacetime. In lieu of sufficient mass one can take advantage of the mass-energy equivalence rule ($E=mc^2$) to use high amounts of energy to manipulate the shape of spacetime (i.e., warp drive or to generate a wormhole). Due to the fact that a wormhole is breaking the laws of causality through enabling travel between two points in time, residual particles in the form of tachyons or chronometric particles will be detected. A surge of tachyons as a by-product of causality fractures may indicate an imminent formation of a wormhole.

SUBSPACE

WHILE WE TALK ABOUT SPACETIME AS A "SHEET" that dictates motion and gravity, "subspace" is considered the area above and beneath that sheet. The surface of spacetime limits communication to the speed of light, but these laws don't exist outside of that sheet of spacetime. The Federation and subsequently Starfleet have developed subspace communication buoys which can pierce the sheet of spacetime and enable faster-than-light communication. The limitation of this technology is that the buoys must be strategically placed throughout the Galaxy and signals emitted through them dissipate as the distance squared, so they must be close to one another and exist for there to be any hope of communication.

.:MIDAS ANOMALY

CAPTAIN'S LOG: CAPTAIN KATHRYN JANEWAY (2378; STARDATE 54683.1)

We are now in somewhat regular communication with Starfleet via the Pathfinder program. Using the Mutara Interdimensional Deep Space Array System, thankfully shortened to the "MIDAS array", we are sending and receiving data packets with Earth via hyper-subspace technologies. Communication and delivery is still irregular but the crew morale seems to be improving with every reminder that Earth is there and cheering us on.

However, I now get to put on my science officer training to record a hopefully not-unique incident related to the data packet recovery. Commander Tuvok has been diligently reviewing the data packets himself since the Maquis corruption nearly threatened the stability of our ship. This recent delivery, thankfully, was clear for delivery but Tuvok noted a unique signature embedded in the spectra. Though Tuvok is reluctant to see beyond coincidence I'm baffled that this data would appear again when both of us are on a ship together. Not only a ship assignment, but that we would find this particular signature while stranded halfway across the Galaxy.

Over ten years ago I sent Tuvok data from a subspace relay anomaly I had uncovered thinking that a minor connection to Vulcan would help solve the mystery. While we weren't able to uncover the source of the signal, we did confirm its similarity to the anomaly logged back in 2151. It just so happens that this surge of energy has appeared again, this time fractions of a second before the delivery of our data packet from Starfleet. Could it be the use of the MIDAS array? Decades of subspace communication has rarely seen this effect so there must be something new to the network that could cause this. Thankfully the hyper-subspace technology is more complex than standard subspace comm relays so there is a chance we have more data for analysis this time. Tuvok and I will continue to work on this mystery as well as send our information back to Starfleet.

.:CHAPTER 3.6

ALTERNATE UNIVERSES

"BUT THERE IS A THEORY IN QUANTUM PHYSICS THAT ALL POSSIBILITIES THAT CAN HAPPEN, OR COULD HAPPEN, DO HAPPEN IN ALTERNATE QUANTUM REALITIES."

- DATA

WHEN CONSIDERING THE COSMOlogical address, you may note the largest identifiable "location" is our universe. But what could exist outside of our universe? We talk about the fabric of spacetime as dictating the laws of how fast objects can move and where they exist within our own universe. Is it possible there are other universes out there to explore? As far as Starfleet is concerned, there have been potential encounters with alternate universes, though accessing them consciously is still beyond technological capability.

LIEUTENANT ZOE HERNANDEZ

As if this universe and the many layers of subspace and spacetime weren't enough, we have evidence of alternate universes and alternate timelines as well! Let's talk about the multiverse.

RODRIGO GONZALEZ TOLEDO

THE TERRAN UNIVERSE

One of the first logged encounters with alternate universes has been with what is called the **Terran Universe**. Conceptually, this is the alternate universe easiest to comprehend. Going back to the trampoline analogy of spacetime, the Terran universe could be considered the "other side" of the trampoline where all the alternate paths are taken and what is considered "good" is "bad." The laws of physics still exist and mirror our own universe. Accessing this alternate universe is also the simplest (though not through conscious means) as various technologies such as warp drive, subspace buoys, and wormholes manipulate known spacetime increasing the risk of a rupture and possible connection to the Terran Universe.

QUANTUM MULTIVERSES

Once concept of multiverse theory is the b. This is where you can think of different universes as individual sheets, but zooming out reveals multiple layers of sheets (or branes) all stacked on top of one another. It is nearly impossible to access these multiverses except through rifts in spacetime. The nearest brane multiverses to our own are the most similar and therefore only small changes may be detected.

While the term "quantum" is frequently misplaced when discussing advanced technologies, in the case of alternate universes it is used to indicate those where a decision or rift has spawned or opened a connection to a similar but slightly different universe. These types of multiverses are exceedingly rare due to the law of the conservation of energy but have been identified and known to exist in unique circumstances. Typically a rift in spacetime which is naturally occurring or artificially generated due to a technological anomaly can open a pathway to these alternate universes.

.: *U.S.S. CERRITOS* BUOY INSTALLATION

Ens. Rutherford: "Engineering log: Ensign Rutherford."

Ens. Tendi: "And Science log: D'Vana Tendi!"

Rutherford: "Tendi, come on, let me record mine first!"

Tendi: "We can do it together! That way all the information is in one spot!"

Rutherford: "Ooh, smart! Okay...Engineering AND Science log: Ensigns Rutherford and Tendi of the *U.S.S. Cerritos*. We were rebooting a major subspace communications buoy today..."

Tendi: "...It serves as a major hub for an entire sector of communications!"

Rutherford: "And...something weird happened."

Tendi: "Yeah, so when we reset the relay and got it up and running again...or so we thought..."

Rutherford: "My implant went all wiggly!"

Tendi: "Rutherford couldn't see for a while out of the implant and we had to do a hard reset to get it working again. While he was figuring that out, I went through the data logs and saw a huge energy surge in the buoy right after we got it online!"

Rutherford: "It spiked out the calibration hardware, AND we couldn't see any EM radiation signal at all."

Tendi: "So it's not like someone was trying to send a signal. Thankfully, we had some extra stuff with us, because I love looking for tachyon surges..."

Rutherford: "...and I love neutrino emission..."

Tendi: "So we looked in our data and we saw both of those! Tachyons and neutrinos, but no electromagnetic signal, and no unique spectral data other than that initial surge. And screwing up Rutherford's implant! I had the idea to go through past Starfleet science logs, cross-referencing 'subspace buoy', 'anomaly', and 'data'...but couldn't find anything."

Rutherford: "So I thought to add 'surge'..."

Tendi: "...and we got a hit! Not only has this been logged a few times, but Janeway found it twice. ADMIRAL Janeway!"

Rutherford: "With both tachyons and neutrinos, but no EM spectrum...it looks like the installation of subspace buoys results in some form of time anomaly, maybe we're seeing a microwormhole form?"

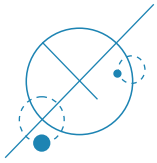
Tendi: "Ooh, microwormholes! We'll look into it more. Maybe we'll get to meet THE Admiral Janeway!"

Rutherford: "That's it for now, log. Thanks for listening!"

TOBIAS RICHTER

.:CHAPTER 3.7

TIME TRAVEL



"OH, THE ALMIGHTY TEMPORAL PRIME DIRECTIVE; TAKE MY ADVICE, IT'S LESS OF A HEADACHE IF YOU JUST IGNORE IT."

- ADMIRAL KATHRYN JANEWAY

TO UNDERSTAND THE DELICATE NATURE of time travel, one must explore the nature of non-linear dynamics, also sometimes called **chaos theory**. In simple terms, non-linear dynamics look at the propagating effects that happen when small changes occur to starting conditions. This is applicable to time travel in the sense that when someone travels to the past, they will make seemingly insignificant changes to the starting conditions that eventually will become the future from which they came. Sometimes these small changes do not end up having significant effects and will be essentially background noise in the eventual timeline.

Other times, however, they can propagate and lead to massive divergences in a timeline. The further back in time travel, the greater the risk that small changes will cause a deviation in events. If small changes have been made due to the presence of time travellers, care must be taken to realign the starting conditions as much as possible.

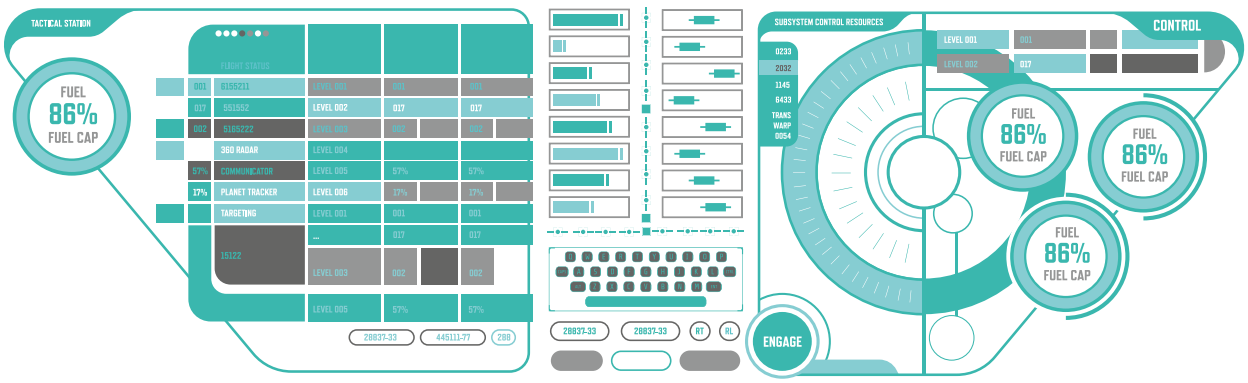
Any time travel will carry with it the risks of knock-on effects and potential universe-ending paradoxes. Depending on the circumstances of the mission, it may seem that the presence and interference of the crew is intentional. This is otherwise referred to as a **pre-destination paradox**, that the crew was meant to go back in time to ensure the stability of the original timeline. While these events are certainly possible, they must be evaluated with great care as intentional interference could be disastrous.

While time travel assignments are relatively rare, it is still important to acknowledge the effect that these missions may have. As one carries out missions in the past, it is important to consider the non-linear dynamics implications of changes made. This is also referred to as the **Butterfly Paradox**, wherein small changes can result in significant effects. Regarding time travel, consider each decision made and the potential implications on the future.

LIEUTENANT ZOE HERNANDEZ

Some of the earlier sections alluded to time travel, so let's delve more deeply into the topic. Unless we've done so already? I don't think so. Did we? Gosh, the Department of Temporal Investigations is gonna come have a chat with me soon, I'm sure. Unless they did already and I just forgot?

RODRIGO GONZALEZ TOLEDO



TYPES OF TIME TRAVEL

The following is a non-exhaustive list of potential methods for time travel your crew may encounter. Note that if one category or incident sends the crew back or forward in time, it is possible to utilize an alternate method for reversing the time travel, depending on what resources are available to you.

.: WORMHOLES

As described on page 78, wormholes are a connective tunnel through two points in spacetime. While most adventures utilize wormholes to create distance shortcuts in space, the fabric of spacetime also includes coordinates that account for time differences. Whether the wormhole is artificially generated or naturally occurring in the Galaxy, the crew may inadvertently find themselves in both a different space and time. If the wormhole is stable, traveling back through should take the crew back to your original coordinates, allowing for the natural progression of time while you have been away.

.: GRAVITATIONAL TIME DILATION

Gravitational wells are distortions in spacetime due to the presence of a massive object such as a planet or a star. There are two methods for using gravitational wells for distorting time: **gravitational dilation** and **slingshots**. Dilation is a natural process in which the deeper one is into a gravitational well, the progression of time is slowed down compared to those outside the well. For standard planets, these effects are negligible, though some anomalies have been recorded in the past.

Gravitational temporal slingshots combine the effects of gravitational time dilation with spacetime distortions from the production of warp bubbles. Standard gravitational slingshots simply utilize wells to alter a ship's momentum (direction and speed) with negligible effects on the starship. When the ship goes to warp while in the process of a slingshot around a gravitational well, these temporal effects are heightened and the ship may be flung through a spacetime fold to new time coordinates.

.: TEMPORAL FRACTURES

Occasionally in the exploration of our universe, you may discover a rift in spacetime. Different from a wormhole, these rifts are difficult to detect and their behavior is unpredictable. These may occur from high-energy incidents that result in a tear, an anomalous fold in spacetime, or a tear due to a change in a timeline that disrupted the fabric of reality. Restoring the fracture through actions or physical repair may return your crew to the original reality.

.: TIME PARTICLES

On your adventures, it is possible to encounter particles that have a connection to time. Species who have the capability to interact and manipulate time, rare though these are, have been known to possess crystals that allow the user to traverse different points in time. Depending on the user and their capability, these crystals could also be considered omnitemporal artifacts.

Additionally, **chronitons** are rare particles named for their ability to travel through time coordinates. Interaction with chronitons may also send the user to a different point in time, though typically this is with less control than actions performed with crystals.

.: BUOY INSTALLATION

SCIENCE LOG: LTJG SILVIA TILLY

"Today we were tasked by Admiral Vance to assist with re-installation of subspace buoys. Since dilithium is a key power flow component to their connection with subspace, all faster-than-light communications via this system were destroyed by The Burn. Now that we have a steady supply of dilithium (thanks to the Verubin Nebula) we can start rebuilding the Federation comms network. Anyway, today I was working on Buoy 0831A and while activating the dilithium I noticed a surge emanated across the network. I couldn't find any recordings in past Starfleet technology about this, what little is left, but I wonder if setting up these buoys can permeate across space *and* time? I mean, it is in subspace, so it's possible to—Oops! That's the Admiral. Gotta head to a meeting; back soon!"

RHYS YORKE

.:OMNITEMPORAL BEINGS AND ARTIFACTS

Throughout the Galaxy, Starfleet has stumbled across species and objects which have the capability to transport themselves to any point in space or time. These include (but are not limited to) the Q Continuum, the Guardian of Forever, and the Bajoran Orb of Time. Caution should be taken with any interaction with these individuals as they may control your own timeline without warning. Rumors also abound regarding Temporal Agents from the 31st century who monitor and reprimand any adjustments to timeline and time travel.

▷ TEMPORAL PRIME DIRECTIVE

Starfleet holds in high regard the Temporal Prime Directive and it is expected that all Starfleet personnel and starships will comply. This directive states that all measures to prevent and avoid timeline manipulation shall be taken. Personnel must take all precaution to not interfere with historical events and must endeavor to maintain the known timeline.

TACHYONS

TACHYONS ARE UNIQUE PARTICLES THAT, AS OF THE 21st century, were still wholly theoretical. While normal mass causes spacetime to bend and dip like a bowling ball on a trampoline, tachyons possess what is called "negative mass" that inverts the shape of spacetime. Due to this inversion, tachyons always travel faster than the speed of light. They are nearly impossible to consciously detect due to the inverted causality: as soon as you look for them, they would have already arrived. However, as humanity and fellow members of the Federation developed technology for manipulating spacetime, the detection of tachyons became more standard. It requires an acceptance that they will predate events occurring that will affect time, such as the formation of a wormhole.

CHAPTER 4
REPORTING FOR DUTY

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MATHEUS GRAEF

.:CHAPTER 4.1

PLAYER CHARACTERS

"SOMETIMES THE UNIVERSE ALLOWS FOR THE MAKING OF UNEXPECTED MEMORIES."

- CAPTAIN PHILIPPA GEORGIOU

RODRIGO GONZALEZ TOLEDO

DOCTOR VORAAL

I am the Challenger's *chief medical officer, Doctor Voraal. I have been told one of the most enjoyable aspects of a roleplaying game is creating an original player character and telling their story with the other characters your group creates.* **Star Trek Adventures** *provides two methods of creating characters:* ***lifepath*** *and* ***creation in play****. It would be logical for all the players in your group to use the same method so everyone gets the same play experience.*

THE GALAXY IS FILLED WITH CHARACTERS of all kinds who populate its worlds, crew its starships, and interact with one another in all manner of ways, both mundane and dramatic. To represent this abundance and diversity, characters are composed of several elements that depict how that individual interacts with the universe, both in game and story terms. These elements are **attributes**, **departments**, **focuses**, **values**, **traits**, **talents**, and **pastimes** and, together, they paint a picture of who the character is, what they're good at, and how they view the universe.

The term "character" applies to both **player characters** (those controlled by players) and **non-player characters** (NPCs, characters controlled by the gamemaster), even though NPCs are treated differently in some respects.

Characters are divided into two types and two subtypes for the purposes of play:

- **Player characters** consist of all the characters used by a player to participate in the game. Player characters are split into **main characters** and **supporting characters**, but whatever type of character it is, while it is being controlled by a player, it is a player character.
  - **Main characters** can be thought of as the main cast of a *Star Trek* series or movie. They're the ones who appear in most episodes and have the biggest impact upon the story. Each player controls a single main character. Each player decides how their main character acts in the scenes framed by the gamemaster.
  - **Supporting characters,** like main characters, are controlled by the players. However, there is no fixed list of supporting characters; a supporting character is created when needed to provide assistance in difficult situations, or to allow a player to take part in a scene if their main character is busy elsewhere. Supporting characters are seldom as complex as main characters, to allow them to be created swiftly, but a group of players may find they want to bring back favorite supporting characters time and time again, allowing them to develop and grow into more fleshed-out individuals. For more details see **SUPPORTING CHARACTERS**, on page 144.
- **Non-player characters (NPCs)** are all characters not controlled by the players. They're introduced and played by the gamemaster, though if an NPC is friendly to the players' characters, the gamemaster may allow the players to play that NPC during tense situations. For more details see **NON PLAYER-CHARACTERS**, starting on page 346.

The elements comprising a character are described in the following sections.

▷ WHO ARE YOU?

Countless stories can be told within the *Star Trek* universe, and not all of them revolve around the senior staff of a Federation starship.

When starting a game of ***Star Trek Adventures***, you should convene your group in a **Session 0** and figure out the style of game everyone wants to play. It does nobody any good if the gamemaster has one kind of game in mind, and the players have another.

Some groups may be fine with the default presumption that the player's main characters are the senior staff of a Starfleet ship, mirroring the format of most of the series—but others may wish for a different approach. Specialized problem-solving teams within a ship's crew, or groups of lower-ranking officers, may be more comfortable for some groups, in which case ignore the section of these rules that asks the players to choose a **character role** (see page 135). Similarly, some groups may wish to play as civilians, just making their way through the Galaxy, or as part of a different civilization such as the Klingons, Romulans, or Ferengi.

Other styles of game are touched upon in this book and receive focus in other ***Star Trek Adventures*** supplements.

.: TRAITS

A character possesses one or more **traits**, one of which is the character's **species**. Traits are descriptors of important parts of the character, in a single word or a short phrase. Alongside a character's values—which cover the character's personality, motivations, and beliefs—traits help define what the character is and what they can do. Character traits can be employed in the same way as traits for a location or situation, such as to increase or reduce the Difficulty of tasks.

Different species vary in subtle ways, both biologically and culturally, and a trait encapsulates those many little differences. Traits are positive or negative, and influence both how the character interacts with their environment and how characters interact with one another.

A character may obtain additional traits because of things that happen to them during character creation—life-changing events that define the character going forward—and characters may occasionally gain more during play. This may be something about the character, such as a disability or impairment the character suffers from, or the influence of some external force, such as the impact of a harrowing experience.

There is no fixed number of traits a character can have beyond their species trait. Traits, and their effects upon play, are detailed on page 250.

> ***EXAMPLE:*** *Lt. Commander Keyla Detmer has the traits* ***Human***, ***Cybernetically Enhanced***, ***Starfleet Officer***, *and* ***Time-Displaced****. The first is her species: anything that affects a Human in a specific way, or for which being Human is advantageous or problematic, is impacted by this trait. The second reflects the fact she received cranial and ocular implants after injuries sustained when the* U.S.S Shenzhou *was destroyed. The third is her status as a Starfleet officer. The fourth reflects the fact she was born in the 23rd century, but now lives in the 32nd century.*

.: VALUES

When a character is created, you create several values: short statements describing the attitudes, beliefs, and convictions of that character. These are not simple opinions, but the fundamental structure of the character's morals, ethics, and behavior. Values define who a character is as a person, why they behave the way they do, and what drives them during times of struggle and hardship.

- Values should be easy to understand, so you and your gamemaster can judge when they're helpful, when they're a hindrance, and when they don't apply.
- You'll want to have at least one value that causes you trouble, holds you back from taking certain actions, or compels you to act, as these are useful for helping you gain Determination.
- You'll want at least one value which is helpful to your character, or which represents them at their best. These create opportunities for you to spend Determination.
- Your values should change over time. Because they can change, don't worry too much about choosing the perfect values right away; start simple, and let them develop.
- Your values can contradict one another. A person could hold conflicting beliefs, and the situations when those conflicting beliefs clash is often a source of drama and tension during the game.

- Beyond that, a character's values can be anything, but they should reflect a character's deeply-held beliefs, their principles, their self-identity, or the relationships that define them (whether those relationships are to another person, a group, or even an institution or culture).

A character's values could be shaped by their background, their training, or their upbringing. Many Starfleet officers are motivated by an intense curiosity about the universe that drives them to explore, or by a powerful sense of duty to help or protect others. A character may be scrupulously honest, unwilling to deceive others, or have a strong sense of personal honor which cannot allow them to cheat or employ unscrupulous methods. A character may be motivated by powerful loyalty to a particular group or organization, by the ambition to achieve some feat or attain some status, or by resentment or animosity for another group.

These are just a few possibilities, but they should provide guidance about how to think about and create a character's values. Examples of values are provided throughout this chapter, and there is a larger list of sample values on page 96. How values are used in play is described on page 262.

> ***EXAMPLE:*** *Captain James T. Kirk has four values, which define the core of his personality. These are: "Doesn't believe in a no-win situation," "There's no such thing as the unknown—only the temporarily hidden," "Married to the* Enterprise*," and "Risk is our business."*

.: ATTRIBUTES

Each character is defined by six attributes. They embody the character's intrinsic physical and mental capabilities and the ways they prefer to approach problems. These attributes are **Control**, **Daring**, **Fitness**, **Insight**, **Presence**, and **Reason**. Each attribute has a rating which determines its measure, with higher numbers reflecting greater ability. For humanoids, these attributes range from 7 to 12, with 8 representing average capabilities. Non-humanoid creatures may have attributes across a broader range, and special abilities that increase their attributes further.

A character may encounter situations for which more than one of their attributes is applicable. In these cases, it is important to consider the context of the situation, and how the character is choosing to approach the problem. The gamemaster may choose which attribute is most applicable to a situation if more than one could be used.

ATTRIBUTES AND THEIR SUGGESTED USES

CONTROL

Control is about the character controlling themselves, and covers precision, accuracy, and careful timing. It can rely on self-discipline and control of one's emotions to ensure mechanistic precision, or it can be a mixture of fine motor skills, coordination, and familiarity with the activity.

A character might use **Control** when:

- Performing precise or delicate work.
- Performing a task that involves exact timing or accuracy.
- Giving detailed instructions.
- Resisting mental assault, duress, or other stressful situations through an orderly mind and the application of discipline.
- Taking deliberate, measured actions to complete a task.

DARING

Daring comes into play whenever a character reacts to a new situation without doubt, hesitation, or caution. It covers circumstances where characters take decisive action without a detailed plan or analysis and relies on gut instinct and quick reflexes.

A character might use **Daring** when:

- Responding to an emergency.
- Attempting to evade or resist some form of immediate danger.
- Acting aggressively.
- Acting based on instinct or reflex.
- Resisting mental assault, fear, or panic through stubbornness and defiance.

FITNESS

Fitness is about enduring hardship and employing force. It covers physical conditioning, general health and well-being, fortitude, and endurance.

A character might use **Fitness** when:

- Attempting to employ raw physical force to a situation.
- Performing some strenuous or tiring physical activity.
- Trying to resist, or act despite the effects of, some physically debilitating condition, such as poisoning, disease, and extremes of environment.

INSIGHT

Insight is about understanding people and their feelings and being open to different ideas and ways of thinking. It covers self-awareness, being conscious of a creature's current state of mind, and hard-earned wisdom, and relies upon a person's emotional intelligence, empathy, and experiences.

A character might use **Insight** when:

- Attempting to understand the feelings of another creature.
- Trying to determine how another creature might think or act, to anticipate or predict its actions.
- Trying to overcome their own judgements and preconceptions.
- Attempting to calm or reassure others.
- Allowing past experiences and instinct to discern changes in the environment around them.

PRESENCE

Presence is power of personality, and the ability to command attention or respect. It's used for being diplomatic during negotiations, giving orders during a crisis, and even being charming or seductive.

A character might use **Presence** when:

- Attempting to sway the mood or opinion of others through emotive language and rhetoric.
- Trying to keep others calm and focused during a stressful situation.
- Resisting duress or manipulation by others by maintaining a strong sense of self.
- Presenting a specific appearance or demeanor to others, appropriate to the circumstances.
- Seeking to capture and command attention through speech and behavior.

REASON

Reason is about logic and meticulous analysis. It covers forming hypotheses and intricate planning, as well as recollection of intricate facts and calculation of complex variables. Reason relies on keen observation and a thorough command of the facts.

A character might use **Reason** when:

- Studying and analyzing unfamiliar phenomena and coming to a hypothesis about them.
- Researching a complicated subject, or otherwise interpreting large amounts of information.
- Trying to sway the opinion of others through facts and logic.
- Attempting to perform complex calculations.
- Using observation and rational thought to anticipate and discern changes in the environment around them.

▷ FITNESS AND STRENGTH

A Vulcan, known for having strength far superior to that of even a strong Human, does not have a higher Fitness rating. Rather, the disparity in strength is represented through the Vulcan's species trait. Were a Human to try to arm-wrestle a Vulcan, there would be no test or challenge involved: the Vulcan would simply win, because the Vulcan is several times stronger.

Thus, for characters who have considerable innate strength, or similar physical advantages such as speed, the difference is shown in the Difficulty of a task, or whether the task needs to be attempted in the first place. A Human may need a **Fitness + Conn** task with a Difficulty of 2 to successfully run cross-country and reach their destination in time. A Kelpien would find the same task easier, and the Difficulty for the task will be lower or they may not even need to roll.

These advantages don't necessarily carry over into combat. Hitting an opponent in melee is more a matter of skill—of knowing how to apply and deliver force to an opponent—and split-second decision-making (covered by Daring) than about raw strength. To give an example, Mr. Spock is not one who often throws a punch, and that kind of aggression normally only comes out of him in moments when he is not in control of himself. His strength does not really translate into making him a more effective fighter.

This can differ if a character wishes to restrain an opponent. An opposed **Fitness + Security** task would be a fine way to handle pinning an opponent in place to keep them from escaping, and that kind of task is one where enhanced strength is a significant asset.

.: DEPARTMENTS

In addition to the six attributes, each character is trained in six **departments**, which encompass the broad roles Starfleet personnel and those like them are expected to be proficient within. Each department is rated from 0 to 5, with each rating representing some differing level of training, expertise, and natural aptitude. All main characters have at least a 1 in every department, as they're assumed to have at least a basic level of training in every field.

The six departments are **Command**, **Conn**, **Engineering**, **Security**, **Medicine**, and **Science**—representing the departments aboard a Federation starship. It's worth noting that many of the departments overlap in a few ways. Each department covers perception, social interaction, and knowledge to some extent, but which department is most applicable to any of those things depends on circumstances more than anything else—a character with a high Security rating is adept at spotting ambushes and other dangers but may be less adept at analyzing probe telemetry or experimental data.

As explained in *Chapter 7: Operations*, when asked to perform a task, the rules or the gamemaster dictate a single attribute and a single department—players may suggest alternate options, though the gamemaster's word is final—and add their ratings together. This is the **target number** for that task, and each die that rolls equal to or less than this number scores a success. If the character also has an applicable focus, any die that rolls equal to or less than the chosen department rating scores an additional success; if there's no applicable focus, any die that rolls a 1 scores an additional success.

The following matrixes present suggestions on how each attribute might interact with each of the six departments.

.: DEPARTMENT RATINGS

DEPARTMENT	EFFECT
0	Untrained, unskilled, lacking in innate aptitude
1	Basic training, rudimentary skill, or a raw but undeveloped aptitude
2	Professional competence, from a combination of training and talent
3	Experienced and well-trained, or an aptitude developed through study and training
4	Excellence within the field, achievable through dedication and experience
5	Exceptional, often a combination of intense training, hard-won experience, and natural aptitude

ATTRIBUTE AND DEPARTMENT INTERACTIONS

COMMAND

Command covers a wide range of interpersonal interactions, especially leadership, negotiation, and both coordinating and motivating others. It also includes resisting coercion, as well as helping others resist fear and panic.

- **Control**, to coordinate a group of subordinates carefully and precisely, or to give detailed orders.
- **Daring**, to make a split-second command decision, or to resist fear or coercion.
- **Fitness**, to coach others performing the same physical activity or to coordinate a group (such as several people moving a heavy load).
- **Insight**, to judge the mood and morale of a group of subordinates, or to try to assuage the fears of a group.
- **Presence**, to rally or inspire others during a difficult situation, or to command the attention or respect of someone hostile.
- **Reason**, to consider and evaluate the orders given by a superior, or to find a solution to a difficult diplomatic or legal situation.

CONN

Conn covers piloting craft of all sizes, from ground vehicles and shuttles to grand starships. It also includes navigation—both on the ground and in space—and an understanding of starship operations, including the procedures and cultures of space travel and exploration.

- **Control**, to direct a starship or other vessel through a difficult environment, or to operate a craft with such precision as to aid someone else's activities.
- **Daring**, to direct a starship or vessel to avoid a sudden and imminent danger, or to perform extreme or unorthodox maneuvers with a craft using 'feel' or 'instinct'.
- **Fitness**, to move effectively in an environment suit, including through zero-gravity, or resisting the deleterious effects of extreme acceleration or unpredictable motion without an inertial dampening field.
- **Insight**, to judge the nature or intent of another vessel by the way it is moving or determining the source of a problem with a familiar vessel.
- **Presence**, to maintain professional decorum and etiquette when representing your ship or Starfleet in formal circumstances, or to argue effectively over a matter of starship protocol, or a course of action.
- **Reason**, to plot a course through a difficult environment, or to determine their location or the location of someone else based on available data.

ENGINEERING

Engineering covers inventing, understanding, designing, repairing, and maintaining technology, as well as using any technology not specifically covered by another department.

- **Control**, to adjust or repair a sophisticated device or system, or to operate extremely complex devices like transporters.
- **Daring**, to make improvised repairs to a device in an adverse situation, or to improvise a technical solution to a problem by using technology in an unusual, innovative, or reckless manner.
- **Fitness**, to perform physically taxing, repetitive, or arduous technical activities as efficiently as possible despite physical strain, or to perform a technical activity reliant on the application of physical force.
- **Insight**, to make an educated guess about unknown or extremely unfamiliar technology, or to try to understand the behavior of artificial creatures.
- **Presence**, to explain in an engaging manner an extremely complex technical problem or solution to someone with less engineering knowledge, or to argue the merits of a specific approach to a problem with another engineer.
- **Reason**, to study the designs of a device or system and gain additional understanding of its function, or to design a new device or system from scratch.

SECURITY

Security is the use of force during combat—making attacks, essentially—as well as observing and analyzing threatening situations and watching for potential perils. It also encompasses interrogation and intimidation, stealth and infiltration, as well as an in-depth knowledge of weaponry, combat styles, and strategy. It also covers survival skills and athleticism.

- **Control**, to attack an enemy from a distance, or to stay unseen or unnoticed when moving among hostile creatures.
- **Daring**, to attack and defend in melee combat, or to scare or intimidate someone with the threat of violence.
- **Fitness**, to restrain an unwilling prisoner, or to climb or swim in difficult circumstances.
- **Insight**, to judge whether an individual is a threat to you or your allies, or to discern if there is the potential for an ambush or trap.
- **Presence**, to question someone suspected of a crime, or to impress upon someone the danger of a course of action or decision.
- **Reason**, to identify the participants of a battle by studying the aftermath, or to devise a plan for a dangerous situation, be it combat, wilderness survival, infiltration, or some combination thereof.

MEDICINE

Medicine is the understanding of the physical and mental makeup of life-forms, including a knowledge of ailments and diseases that might befall them, the injuries and stresses they can suffer, and the methods for treating those maladies in a wide range of species.

- **Control**, to perform delicate procedures, such as surgery, or to talk someone else through providing medical attention.
- **Daring**, to provide emergency medical attention on a patient who is in imminent danger of death, or when resisting fear or panic to protect a patient.
- **Fitness**, to resist the effects of poisons and diseases by knowing how to respond to exposure, or to move or restrain a patient without exacerbating their injuries.
- **Insight**, to diagnose a patient's illness or injury from a description of the symptoms, or to provide therapeutic care for a patient who is traumatized.
- **Presence**, to convey to a stubborn or unwilling patient the seriousness of their case or the necessity of the treatment, or to speak on a patient's behalf about their case to convince others of a specific course of action.
- **Reason**, to diagnose a patient's illness from a thorough examination, or to research an unknown disease, procedure, or treatment.

SCIENCE

Science is the understanding of numerous fields of scientific study, both on a theoretical level, and in terms of their practical applications. This does not just cover hard sciences like physics, chemistry, and biology, but also social sciences like anthropology and psychology. It also covers the application of the scientific method to situations.

- **Control**, to perform a delicate experiment, or to guide someone else through an experimental or complex procedure.
- **Daring**, to devise a solution to a scientific problem without sufficient proof or adequate testing beforehand, or to gather data or perform an experiment under extremely hazardous conditions.
- **Fitness**, to analyze data while fatigued or otherwise suffering from some physical hindrance, or to resist the effects of radiation or other environmental phenomena by knowing how to protect against exposure.
- **Insight**, to gain useful data from witnesses or the subjects of a study, or to devise a rough working hypothesis from incomplete data.
- **Presence**, to explain in an engaging manner an extremely complex scientific problem or solution to someone with less scientific knowledge, or to argue the merits of a theory with another scientist.
- **Reason**, forming a hypothesis from available information, or performing research on an unfamiliar subject.

CARLOS CABRERA

.:STRESS

Every main character (and some supporting characters) has a limited ability to withstand stress, resist negative consequences, and avoid Injuries during dangerous situations.

A main character can sustain a maximum amount of Stress equal to their Fitness attribute; your choice of species, talents, and other factors may affect this maximum. Each time your character faces a negative consequence, you may choose to suffer Stress instead of accepting the consequence. This is described in full in **Stress and Avoiding Injury**, on page 292.

.:FOCUSES

The departments characters are trained in are broad; focuses allow a character to demonstrate expertise in a narrower field, representing expertise stemming from deeper study and practical experiences. Focuses are not tied to any specific department and can be applied to any task a character attempts, so long as the focus would logically benefit the task being attempted.

Main characters have six focuses. Each focus should be narrower than the six departments the character is trained in, but they shouldn't be so narrow as to never come up in play. Further, because there is no specific link between departments and focuses, a focus may be valuable for tasks covering more than one department—for example, a focus in **Astrophysics** could easily be used for Science tasks, but it also has potential uses when trying to plot a course using Conn.

Page 94-page 95 present a list of sample focuses. This list is by no means exhaustive—there are countless potential focuses you could create and use in game.

.:SAMPLE FOCUSES

COMMAND	CONN	ENGINEERING	SECURITY	MEDICINE	SCIENCE
Art	Astronavigation	Advanced Holograms	Ambush Tactics	Alternative Medicine	Animal Behavior
Bargain	Astrophysics	Cybernetics	Blade Weapons	Anesthesia / Pain Management	Anthropology
Composure	Atmospheric Flight	Deflector Systems	Camouflage	Biotechnology	Archaeology
Courting Rituals	Boat Pilot / Submersibles	Diagnostics	Chemical and Biological Weapons	Counseling	Astrometrics
Cultural Expert	Climbing	Electro-Plasma Systems	Combat Medic	Dentistry	Biochemistry
Debate	Combat Maneuvers	Emergency Repairs	Computer Security Systems	Emergency Medicine	Biology / Xenobiology
Deception	Communication Systems	Energy Weapons	Criminal Organizations	Ethics	Botany / Xenobotany
Diplomacy	Evacuation Procedures	EVA Suits	Crisis Management	Field Medic	Catastrophism
Emotional Intelligence	Evasive Action	Experimental Device (specify)	Deflector Operations	First Aid	Chemistry
Etiquette	Extra-Vehicular Activity	Flight Control Systems	Demolitions	Genetics	Deflector Operations
Gambling	Flight Controller	Forcefields	Espionage	Guided Therapy	Ecology
History	Ground Vehicles	Imaging Equipment	Evacuation Procedures	Imaging Systems	Geology
Inspiration	Guidance Systems	Impulse Fundamentals	Fleet Formations	Immunology	Laboratory Maintenance
Intimidation	Helm Operations	Jury-Rigging	Forensics	Internal Medicine	Marine Biology
Journalism	Impulse Engines	Locksmith	Hand Phasers	Kinesiology	Meteorology
Law	Power Management	Manufacturing	Hazardous Environments	Medical Toxicology	Microbiology
Linguistics	Precision Maneuvering	Mining Operations	Interrogation	Microbiology	Physics
Mental Discipline	Repairs and Maintenance	Modeling & Design	Intimidation	Neuropsychology / Psychiatry	Prototyping
Multi-Discipline	Ship Design and Construction	Percussive Maintenance	Lead Investigator	Parapsychology	Quantum Mechanics
Negotiation	Shuttlebay Management	Propulsion	Martial Arts	Patient Care	Rapid Analysis
Persuasion	Small Craft	Reverse Engineering	Mental Resistance Techniques	Pediatrics	Research

.: SAMPLE FOCUSES (CONTINUED)

COMMAND	CONN	ENGINEERING	SECURITY	MEDICINE	SCIENCE
Philosophy	Space Station Operations	Saboteur	Phasers	Pharmacology	Sensor Operations
Politics	Starfleet Protocols	Salvage	Pickpocketing	Psychiatry	Sociology
Prime Directive	Starship Expert (pick one)	Sensor Calibration	Security Systems	Psychoanalysis	Specific Historical Time Period
Rhetoric	Starship Recognition	Shuttlecraft Maintenance	Ship Engagement Tactics	Psychosomatic Disorders	Starfleet Programming
Starfleet Protocols	Stellar Cartography	Structural Engineering	Ship Lockdown Procedures	Rheumatology	Subspace Theory
Station Operations	Subspace Theory	Subspace Mechanics	Small Unit Tactics	Stress Disorders	Temporal Mechanics
Strategy / Tactics	Survival	System Maintenance	Specific Species Weapon(s)	Surgery	Terraforming
Teaching	Tracking	Transporters / Replicators	Strategy	Triage	Unified Field Theory
Team Dynamics	Warp Drive	Troubleshooting	Targeting Systems	Veterinary Medicine	Unorthodox Mathematics
Time Management	Zero-G Combat	Warp Core Mechanics	Torpedoes	Virology	Warp Theory

.: TALENTS AND SPECIAL RULES

Talents are additional benefits a character possesses, defining areas of specialty, the advantages of their personal approach to circumstances, and other decisive abilities. These take the form of a bonus—extra d20s, re-rolls, bonus Momentum, the ability to use a different department in a situation, and so forth—that applies when the character is performing types of tasks or taking an approach to a situation.

Many talents have one or more specific requirements. These are conditions that must be fulfilled before the talent can be selected, such as belonging to a specific species, or having a department at a specific rating or above. Character talents are listed starting on page 149.

A character may also receive game benefits from **Species Abilities** and **Role Benefits**. These function similarly to talents, but are provided by a character's species or their role and cannot be selected as talents.

NICK GREENWOOD

.:SAMPLE VALUES

A good mystery is irresistible	To boldly go where no one has gone before
Act with confidence, even if you don't feel confident	Seeking to find myself far from home
All's fair in love and politics	Admirals don't intimidate me
Always up for an adventure	Experience will earn me that promotion
Build relationships	Humility is the best path to honesty
Good leaders get their hands dirty	"Weird" is part of the job
I finish what I start	I can make something from nothing
Information is power	Sensors can't tell you everything
Listen to opposing viewpoints	Exploration is the blood that fills my veins
Loyalty matters most	Push me too far and you'll see my ugly side
Patience is a virtue	Adaptation is survival
Resistance is never futile	Never leave a stone unturned
Sometimes you have to take a leap of faith	The Academy taught me 10 percent of what I know
Spoiling for a fight	We are all connected despite being worlds apart
Spring into action	Keep a smile on your face no matter how you feel
Teamwork makes for success	Crew comes first
The mission comes first	Diplomacy is the first and last solution to anything
Willing to sacrifice myself to save my crew	Our best defense is knowledge
Get them before they get you	First contact? Sign me up!
We are stronger united than apart	Space really wants us dead
My knowledge is giving you a fighting chance	I will not fight for Starfleet, but I will defend its ideals
Within the shadows, you are free to move	I fix what is broken
The daily grind is worth it	I do not like hijinks
Universal law is for lackeys	Do better, be better
The crew is my family	I'm a good bad influence
I care too much about what people think of me	Everyone deserves a second chance
Friends are the family you choose	Some things don't deserve forgiveness
We are nothing without order and justice	Sometimes hope is a choice
My lies are the truest of all stories	We didn't come out here to play God
Well-placed words are deadlier than a phaser	I study war to learn from the best
You can't let them know what you value	I am surrounded by a team I trust
With proper discipline, anything is possible	The only way to defeat fear is to tell it "No"
Technology is simpler than people	Starfleet to the core
Always find ways to be useful	Layer yourself in subtleties
People are more than flesh and blood	Every puzzle has a solution
Never hide who you are	I am my own keeper

.:CHAPTER 4.2

CHARACTER LIFEPATH

"EVER SINCE I WAS A CHILD, I'VE ALWAYS KNOWN EXACTLY WHAT I WANTED TO DO: BE A MEMBER OF STARFLEET. NOTHING ELSE MATTERED TO ME."

- CAPTAIN JEAN-LUC PICARD

THE LIFEPATH CONSISTS OF SEVEN steps, with each step allowing a new choice from a list of options. As a player works through each step of the lifepath, the results are added on to the character being created. In this way, the character takes shape stage by stage.

While this option presents the steps as a series of tables with results generated by dice rolls, players may choose to ignore any or all the results rolled, or even to not bother rolling at all. In this way, the system never stands in the way of a desired character concept. Some players may begin the process knowing exactly what kind of character they want to create, while others may have part of an idea and use random rolls to fill out the details.

Anyone wanting to create a character should have a character sheet. A blank sheet can be found on page 371. Sheets can also be downloaded from the Modiphius website. It is possible to just use plain paper, but a character sheet presents the information in an orderly fashion. Also, it's a good idea to use a pencil when writing down information during character creation, as elements are subject to change during the process.

▷ CHOOSING VALUES

Several stages of the lifepath require you to create a value for your character. This is sometimes easier said than done: coming up with a suitable phrase on demand isn't always easy.

If you can't come up with a value for a certain stage, make a note to determine a value for that stage, and move on. You can go back and fill in that value later, even leaving it until the very end of character creation, depending on when inspiration strikes. Review the list of sample values on the opposite page and use one or more listed there, or use them as inspiration to create your own.

If players struggle to come up with a value during character creation, consider adopting the method used for creation in play (page 142), and leave values blank even once play has begun, defining them only as needed during the game.

RODRIGO GONZALEZ TOLEDO

DOCTOR VORAAL

The default method of creating a character in **Star Trek Adventures** *is the* ***lifepath****. This is a series of steps representing important events of the character's life, and the way those events shape the character's nature is reflected in the mechanical choices each step presents. In essence, your character's life prior to the start of the game will be fully detailed by the end of the lifepath process.*

If this is how you wish to proceed, read on. If you would rather use the **creation in play** *method, skip to page 142.*

LIFEPATH SUMMARY

STEP ONE: SPECIES

Begin with a rating of 7 in each attribute and 1 in each department. Choose the character's **Species** (see page 100–page 113). Each species grants:

- A species trait
- +1 to each of three attributes
- A unique Species Ability

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STEP TWO: ENVIRONMENT

Choose the character's **Environment**; this is the type of world the character was raised on. Each Environment grants:

- A value
- +1 to one attribute and +1 to one department

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STEP THREE: UPBRINGING

Choose the character's **Upbringing**; this is the kind of education the character had during their formative years and the kind of influence their parents and mentors had. Each Upbringing grants:

- +2 to one attribute and +1 to a second attribute
- +1 to a single department
- One focus
- One talent

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STEP FOUR: CAREER PATH

Choose the character's **Career Path**. In the case of Starfleet characters, choose which track of the Academy they join: Command, Operations, or Sciences. Each Career Path grants:

- One trait, reflecting their profession
- One value
- Three points to spend on two or three attributes
- +2 to a single department, +1 to two other departments
- Three focuses
- One talent

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STEP FIVE: EXPERIENCE

Choose how long the character's career has been so far—are they young and inexperienced, a seasoned veteran, or somewhere in between?

The character gains:

- One value
- One talent

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STEP SIX: CAREER EVENTS

Determine two or more **Career Events**. Regardless of how many events are chosen, the character gains:

- Two points for attributes
- Two points for departments
- Two focuses

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STEP SEVEN: FINISHING TOUCHES

The character gains:

- One value
- +1 to two attributes
- +1 to two departments
- One talent
- One or more pastimes
- Adjust attributes and departments that go above the maximum ratings for each.
- Record derived ratings—Stress and bonus damage—plus the character's name, pronouns, rank, character role, department, and starting equipment.

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STEP ONE: SPECIES

NOTE THE STARTING RATINGS FOR YOUR CHARACTER'S ATTRIBUTES, AND THEN CHOOSE WHICH SPECIES THE CHARACTER IS FROM.

All characters begin with a rating of 7 for each attribute. These are increased by the character's Species, and then by later stages of the lifepath.

A finished character may not have more than 12 in any attribute and may only have one attribute at 12. However, during the character creation process, the character may end up with a higher attribute than this; this is corrected at the end of character creation.

All characters begin with a rating of 1 for each department. These are also increased during the lifepath.

A finished character may not have more than 5 in any department and may only have one department at 5. However, during the character creation process, the character may end up with a higher department than this; this will be corrected at the end of character creation.

.:CHOOSING A SPECIES

The choice made at this stage of the lifepath is the character's Species. Each species provides the following benefits:

- **ATTRIBUTES:** Each species lists three attributes. Add 1 to each listed attribute.
- **TRAIT:** The character gains a single trait, which is the character's chosen species. This reflects the quirks, strengths, and weaknesses applying to all members of that species because of their physiology, culture, and shared history. Each species entry provides examples of how that trait may impact situations. A trait may also serve as a prompt for the gamemaster to affect a character differently because of a poison, disease, or other hazard.
- **SPECIES ABILITY:** Each species provides a talent in the form of a Species Ability, which reflects some unique aspect of their physiology, psychology, or culture. You automatically receive this talent. Species abilities cannot be selected after character creation. These are distinct from talents which have a particular species as a requirement, which are always optional.

▷ MIXED-HERITAGE CHARACTERS

Many Starfleet officers have parents from different species. To create mixed-heritage characters, choose two species (one for each parent), and then select one of those two as the primary species—the species which the character takes after the most. Characters may have more than two species, if one (or both) of their parents are mixed heritage, but in game terms, select only the two most prominent species of all of those the character is descended from.

The character is treated as a member of the primary species for attribute bonuses and their Species Ability. The character gains the species traits of both parent species and counts as a member of both species for the purposes of talent requirements. The gamemaster may rule on any game mechanics that may conflict: for example, a part-Andorian, part-Aenar character might not be blind, but their other senses may not be as heightened.

> ***EXAMPLE:*** *Spock is half-Human and half-Vulcan but takes after his Vulcan side more. He has the* ***Vulcan*** *and* ***Human*** *species traits and increases his attributes as if he were a Vulcan. He chooses the Vulcan Species Ability.*

ANDORIAN

An aggressive, passionate people from the frozen moon Andoria, the Andorians have been part of the Federation since its foundation. Their blue skin, pale hair, and antennae give them a distinctive appearance, and while the Andorian Imperial Guard was demobilized when the Federation was founded, they still maintain strong military traditions, and a tradition of ritualized honor-duels known as *Ushaan*, using razor-sharp ice-mining tools.

Andorians have developed powerful traditions of ritual, convention, and personal honor to help direct their intensity and energy towards constructive ends.

> ***EXAMPLE CHARACTERS:*** *Thy'lek Shran* (Enterprise), *Jennifer Sh'reyan* (Lower Decks), *Ryn* (Discovery)

SPECIES DETAILS

SAMPLE VALUES:

- I always repay my debts
- No challenge unmet
- Proud child of Andoria
- Question my word, question my honor

ATTRIBUTES: +1 Control, +1 Daring, +1 Presence

TRAIT: Andorian. This trait may reduce the Difficulty of tasks to resist extreme cold, or tasks impacted by extremely low temperatures. Their antennae aid in balance and spatial awareness; a lost antenna can be debilitating until it regrows. Andorians also have a high metabolism, meaning, among other things, that they tire more quickly than Humans; this also makes them more vulnerable to infection from certain types of injury.

INTENSE (SPECIES ABILITY): When you succeed at a task where you purchased one or more d20s by adding to Threat, you generate 1 bonus Momentum for each d20 purchased. Bonus Momentum may not be saved.

ANDORIAN NAMES: Andorian names tend to be harsh-sounding, and have a personal name followed by a clan name. It's common to begin the clan name with a gender-specific prefix: "zh" or "sh" for females, and "ch" or "th" for males. This is placed before the family name, separated by an apostrophe.

- **FEMININE:** Athytti, Vryvih, Zyle, Vyssia, Thriras, Shreri, Vrossaan, Itamaan, Ishrelia, Vreraat, Talas
- **MASCULINE:** Ishrath, Thoss, Shon, Oshrev, Atheth, Tyvaass, Thasiv, Tyssab, Tylihr, Thy'lek, Shras, Thelev
- **CLAN NAMES:** Tharhat, Qiaqir, Chiaqis, Thenehr, Zynes, Raviq, Thilrerh, Azonan, Azollarh, Shran
- **EXAMPLES:** Ishrelia zh'Azonan, Atheth th'Zynes

AENAR

The Aenar are a subspecies of Andorians originally native to an isolated region of the northern wastes of Andoria. Though typically blind, they are telepathic, and their other senses are heightened. Once believed to be a myth, the Aenar are few and most prefer to remain within their isolated settlements, and they rarely bother themselves with matters outside their own communities. They lack the distinctive blue skin pigmentation of other Andorians, instead having skin tones that range from white, to ice blue, to pale gray. Aenar deplore violence, and commonly follow a strictly pacifist ideology.

Compared to their Andorian kin, Aenar often seem calm and restrained. They are no less proud of their heritage, but they express that pride differently, often taking great pride in their skills and the work they do. The few Aenar who leave their homeworld often come off as highly motivated and sure of themselves, maintaining their sense of self even when far from their families.

EXAMPLE CHARACTERS: *Jhamel* (Enterprise), *Hemmer* (Strange New Worlds)

SPECIES DETAILS

SAMPLE VALUES:

- Do not mistake my blindness for helplessness
- I perceive things your eyes do not
- Life is incomplete without purpose
- Pacifism is not passive

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

TRAIT: Aenar. Biologically similar to Andorians, Aenar differ in a number of ways. Aenar are typically blind, but their other senses are heightened to a degree that more than compensates for their lack of sight. They are also telepathic which further contributes to their awareness of their environment. Aenar are typically pacifists, and thus may be reluctant, or even outright refuse, to carry out violent acts.

TELEPATHIC (SPECIES ABILITY): Aenar can sense the minds of other living creatures in their vicinity, and can read the thoughts of others, though they have strict taboos about reading a mind without permission. See the **Telepathy** talent on page 156 for more details.

AENAR NAMES: Aenar names are much like Andorian names (see opposite page), though the Aenar place less emphasis on their clan names.

BAJORAN

A spiritual, dauntless people from the planet Bajor, the Bajorans lost much after decades of occupation by the Cardassian Union. Many Bajorans were scattered across the Alpha Quadrant as they fled the Occupation, while those who remained on Bajor often toiled in labor camps or fought as insurgents. The Occupation ended in 2369, but the scars it left will take generations to heal. Bajor sought membership in the Federation soon afterwards (though this application was delayed by the Dominion War), but many Bajorans have found their way into Starfleet. Bajoran culture places a strong belief in the Prophets, celestial beings who are said to have watched over Bajor for millennia; modern religious doctrine states the Bajoran wormhole is the Prophets' Celestial Temple.

Bajoran spirituality has long been a powerful factor in their lives, even for Bajorans who did not believe strongly in the Prophets. The unifying presence of their religion provided a source of hope and courage. A common sign of this faith is the *D'ja pagh*, a symbolic earring.

> ***EXAMPLE CHARACTERS:*** *Kira Nerys* (Deep Space Nine)*, Lt. Shaxs* (Lower Decks)

SPECIES DETAILS

SAMPLE VALUES:

- I help others to be closer to the Prophets
- Survival at any cost
- We are in the hands of the Prophets
- You cannot explain faith to those who lack it

ATTRIBUTES: +1 Control, +1 Daring, +1 Insight

TRAIT: Bajoran. Bajorans tend to be hostile towards Cardassians, and resentful of those who are dismissive of, or turned a blind eye to, the suffering of the Bajoran people. While not all Bajorans are spiritual or religious to the same degree, most have a cultural understanding of the Prophets' place in their society.

THE WILL OF THE PROPHETS (SPECIES ABILITY): You may find strength in the Prophets even when the situation is dire: once per adventure, when the gamemaster spends 3 or more Threat at once, you gain 1 Determination.

BAJORAN NAMES: Traditional Bajoran names begin with the family name, followed by a personal name, though some diaspora Bajorans place their personal name first as is common in many other cultures. Bajor is traditionally matriarchal, with children taking their mother's family name.

- **FEMININE:** Adami, Chami, Fala, Jaxa, Laren, Lipras, Leeta, Lupaza, Meru, Neela, Nerys, Seriah, Sul, Yesa
- **MASCULINE:** Anaphis, Edon, Essa, Furel, Gel, Holem, Hovath, Kag, Los, Mabrin, Nalas, Reon, Taban, Tennan
- **FAMILY:** Anbara, Anjohl, Faren, Jaro, Kalem, Krim, Kubus, Latara, Latha, Lenaris, Li, Tahna, Reil

BETAZOID

The peaceful Betazoid people hail from the idyllic, verdant world Betazed. The world has long been a valued member of the Federation, and its people can be found across Federation space, including Starfleet. Betazoids appear almost identical to Humans but differ in one major way: they are naturally telepathic, developing mental abilities during adolescence. The potency of this ability varies between individuals.

Due to their widespread telepathy, Betazoids have a culture of honesty and directness—there is little reason to be evasive or deceitful in a culture where *everyone* can read your mind and sense your emotions. Among non-telepaths, and even telepaths of other species, this can result in some Betazoids seeming blunt or even rude. Betazoids who spend a lot of time among other cultures tend to either lean into this notion or choose to temper their honesty with tact.

EXAMPLE CHARACTERS: *Deanna Troi* (The Next Generation), *Lon Suder* (Voyager)

SAMPLE VALUES:

- A lie is a story told in bad faith
- Do not be what others expect you to be
- I can feel your pain
- I'm just saying what you're thinking

ATTRIBUTES: +1 Insight, +1 Presence, +1 Reason

TRAIT: Betazoid. All Betazoids are telepathic to varying degrees, and even when not actively using their abilities, they are highly perceptive of others around them, but also highly sensitive to telepathic disturbances and mental assaults. They have little familiarity with lies and deception, due to their open culture and ability to read the thoughts and emotions of others. As they are sensitive to the minds of other living beings, they tend not to be comfortable around animals, for fear of losing themselves in the minds of wild creatures. Similarly, they can find species immune to telepathy to be off-putting.

TELEPATHIC (SPECIES ABILITY): Betazoids can sense the minds of living creatures in their vicinity and can read the thoughts and emotions of others. Each Betazoid has either **Telepathy** or **Empathy** (see page 155-page 156 for more details). Part-Betazoid characters generally have Empathy rather than Telepathy.

BETAZOID NAMES: Betazoids tend to have names with at least two syllables and a melodic sound, with a personal name followed by a family name. Betazoids are traditionally matriarchal, with children taking their mother's family name.

- **FEMININE:** Deanna, Ania, Kestra, Lwaxanna, Dalera, Gloranna, Abeana, Pekera, Nissila, Lomestra, Ioza
- **MASCULINE:** Konal, Reban, Xani, Enon, Dael, Etas, Andal, Kolel, Atani, Devoni, Algar, Jensar, Nikael
- **FAMILY:** Grax, Hagen, Morganth, Stadi, Dutrax, Odutan, Nelan, Onovren, Kader, Nostrun, Dulas, Konin, Ebesin

CARDASSIAN

Often vilified and distrusted due to the actions of their government, Cardassians have a reputation for being ruthless, deceitful, and aggressive. Due to a dearth of natural resources and an economic collapse, Cardassian culture was overtaken by an oppressive authoritarian regime dominated by the military, which began a decades-long campaign of expansion, conquest, and exploitation, including the occupation of Bajor and a lengthy border conflict with the Federation. In the aftermath of the Dominion War, with the military government overthrown, the rebuilding of Cardassia was a difficult process, not least because of long-held feelings of resentment towards the Cardassians.

Cardassians are a creative, dedicated people, with a strong cultural fascination with intrigue. Cardassians are inclined to keep secrets, and to regard suspicion as wisdom, and the uncovering of secrets is regarded as a valuable skill.

> ***EXAMPLE CHARACTERS**: Elim Garak* (Deep Space Nine)*, Seska* (Voyager)

SPECIES DETAILS

SAMPLE VALUES:

- Everyone is guilty of something, but who and of what?
- State above family; family above self
- If you don't want me knowing, hide it better
- All my stories are true, especially the lies

ATTRIBUTES: +1 Control, +1 Presence, +1 Reason

TRAIT: Cardassian. Cardassians are a pseudo-reptilian species, used to an environment somewhat warmer and more humid than is comfortable for Humans, and tend to find bright light uncomfortable. Their culture prizes mental discipline and obedience to strict hierarchies and they have a reputation for arrogance, cruelty, and smug superiority.

HEALTHY SUSPICIONS (SPECIES ABILITY): You may add 1 Threat when interacting with an NPC to ask the gamemaster if that NPC is lying about something. The gamemaster must answer either Yes or No, and this answer must be accurate, but the gamemaster does not have to specify *what* the NPC is lying about.

CARDASSIAN NAMES: Cardassians follow a common pattern of personal name followed by family name, though it is common for Cardassians to be referred to by their family name more often than their personal name, with personal names used by close friends and family.

- **FEMININE:** Asha, Gilora, Iliana, Jil, Mila, Natima, Rekelen, Siana, Ulani, Ziyal
- **MASCULINE:** Aamin, Crell, Elim, Joret, Kotan, Nanpart, Silaran, Tavor, Tekeny
- **FAMILY:** Belor, Broca, Corak, Darhe'el, Dejar, Evek, Ghemor, Jasad, Kovat, Lang, Malor, Marratt, Nador, Preloc, Rillak, Thrax, Trepar, Vornar.

DENOBULAN

Hailing from the planet Denobula, Denobulans are a gregarious, inquisitive people who have been allies of humanity since the 2130s. Denobulans are long-lived and highly sociable, with large families—Denobulans are typically polyamorous, with individuals potentially having several spouses, each of whom may have several spouses of their own, and dozens of children between them—living in relatively close, communal environments. Culturally, Denobulans are an intellectually curious people, highly perceptive, and interested in a wide range of philosophies, with their long lives allowing them to pursue a wide range of fields of study, often granting them unusual perspectives on the different philosophies and fields of expertise they've studied.

Denobulans enjoy learning new things, meeting new people, and they revel in the drama, intrigue, and gossip that come from a rich and complex social environment. They are extraordinarily patient, taking a long view of the changes that happen in life, but they dislike solitude, and even a busy starship or starbase can sometimes seem a little empty to a Denobulan.

EXAMPLE CHARACTER: *Phlox* (Enterprise)

SPECIES DETAILS

SAMPLE VALUES:

- You cannot truly learn about people unless you talk to them
- Comfort in numbers
- There's always someone new to meet
- My patience exceeds your stubbornness

ATTRIBUTES: +1 Fitness, +1 Insight, +1 Reason

TRAIT: Denobulan. Denobulans have a robust immune system, but a vulnerability to various forms of radiation poisoning. They are adept climbers. Denobulans do not need to sleep, but must hibernate for several days each year, becoming disoriented if kept awake during this period.

BREADTH OF STUDY (SPECIES ABILITY): You may select two additional focuses.

DENOBULAN NAMES: Denobulans tend to only have a single name—an individual Denobulan may be part of several overlapping families. Some Denobulans may use the name of one of their spouses as a surname; however, this is often to indicate association to species that may not understand complex Denobulan families.

- **MASCULINE:** Biras, Bogga, Delix, Grolik, Groznik, Nettus, Moga, Morox, Plox, Rinix, Takis, Tropp, Tuglian, Vinku, Yolen, Zepht, Zinet
- **FEMININE:** Anari, Andora, Asha, Daphina, Feezal, Forliza, Kessil, Liera, Lusis, Miral, Natala, Ninsen, Henna, Sabra, Secka, Symmé, Trevis, Vesena

FERENGI

An acquisitive species native to Ferenginar, the Ferengi are unimposing beings, known mostly as merchants and traders. Their culture promotes the accumulation of material wealth, and their society is capitalistic, with most routine activities accompanied by an exchange of money, typically in the form of gold-pressed latinum (a non-replicable liquid metal, suspended within "slips," "strips," "bars," and "bricks" of gold). Ferengi society is strongly patriarchal, with female Ferengi traditionally disallowed from owning property or even wearing clothing (and male Ferengi often having deeply unpleasant attitudes towards non-Ferengi women), though these attitudes start to change by the late 24th century.

Ferengi pride themselves on their ability to acquire wealth, though there are many different approaches to this. For centuries, Ferengi culture has been dominated by the philosophies and lessons of the Rules of Acquisition, though these can be interpreted in a variety of different ways and applied to a Ferengi's life.

> ***EXAMPLE CHARACTERS:*** *Quark* (Deep Space Nine), *Nog* (Deep Space Nine)

SAMPLE VALUES:

- 9TH RULE: Opportunity plus instinct equals profit
- 62ND RULE: The riskier the road, the greater the profit
- 125TH RULE: You can't make a deal if you're dead
- 263RD RULE: Never allow doubt to tarnish your lust for latinum

ATTRIBUTES: +1 Control, +1 Insight, +1 Presence

TRAIT: Ferengi. Ferengi physiology does not lend itself to physical activity, nor does their culture value such hardship, though they have a resistance to many common diseases. Ferengi have exceptional hearing, and highly sensitive ears, though this also means that intense sounds (and physical force applied to the ears) can inflict debilitating pain. Their unusual brain structure means that telepaths cannot read Ferengi minds. Ferengi regard the accumulation of wealth as the highest virtue, and while this has given them a reputation as cunning negotiators, they are also often seen as duplicitous and manipulative.

THE GREAT MATERIAL CONTINUUM (SPECIES ABILITY): Once per session, when obtaining additional equipment, you may reduce the **Opportunity Cost** of an item by 1, to a minimum of 0.

FERENGI NAMES: Ferengi tend to have only a single name, which tend to be only one or two syllables, though exceptions exist. Among cultures who have family names, Ferengi will occasionally refer to themselves as "son of...," "daughter of...," "child of...," and so forth, but as each Ferengi is expected to make their own way in life, family names are unheard of among Ferengi.

- **MASCULINE:** Arridor, Berik, Bok, Broik, Frool, Gaila, Gint, Gral, Letek, Nibor, Nog, Prak, Reyga, Tarr, Zek
- **FEMININE:** Bralik, Delka, Ishka, Jubbletta, Leyari, Lumba, Mes, Nandi, Nilva, Parilka, Pel, Prinadora

RODRIGO GONZALEZ TOLEDO

HUMAN

Originating on the planet Earth in the Sol system, Humans are a hardy and ambitious species, who went from the brink of mutual annihilation to a united peaceful society in less than a century. A century after that, humanity had established itself as part of an interplanetary alliance, the United Federation of Planets, bringing former rivals together as allies. Humans often exhibit a dichotomy in their nature—sometimes strongly emotional and passionate like Klingons or Andorians, yet at others highly analytical and rational like Tellarites or Vulcans—which has allowed them to grow beyond their warlike and fractious past, but their capacity for ambition and aggression are as much a part of their success as their curiosity and analytical minds.

Humans tend to draw upon two sets of cultural values. As a central and founding member of the Federation, the traditions and ideals of the Federation (or even those of Starfleet) are often regarded as synonymous with "Human culture" (though the Federation draws a lot from each of its members), to the point where nobody is entirely sure where Earth ends and the Federation begins. Yet, conversely, this can also lead to Humans finding value in preserving the traditions and cultures of their pre-warp ancestors.

EXAMPLE CHARACTERS: *Ben Sisko* (Deep Space Nine), *Kathryn Janeway* (Voyager)

SPECIES DETAILS

SAMPLE VALUES:

- I believe in what the Federation stands for
- Learn something new every day
- We are stronger together
- Seek out new life and new civilizations

ATTRIBUTES: Add 1 each to any three attributes.

TRAIT: Human. Humans are adaptable and resilient, and their resolve and ambition often allow them to resist great hardship and triumph despite great adversity. However, Humans can also be reckless, stubborn, irrational, and unpredictable.

FAITH OF THE HEART (SPECIES ABILITY): When you use one of your values to spend or gain Determination, you may also add 1 Momentum to the group pool.

HUMAN NAMES: Players may use a variety of sources for names, considering the vast range of real-world languages, cultures, and traditions to draw from.

KLINGON

Klingons are a proud, martial people, native to the planet Qo'noS in the Beta Quadrant. Their tall, strong physiques, sharp teeth, and the distinctive dense crest that runs from their brow, over their heads, and down their spines, all contribute to an appearance that is synonymous with martial prowess and ferocity. Hardy and aggressive, Klingons combine a sense of pride and personal conviction with a fatalistic streak, regarding honorable death to be preferable to what they would deem a shameful or cowardly life.

Klingons embrace life and death alike without fear. They are also a people with a powerful sense of honor, both personal and familial, and they are quick to anger when attacked; the greatest slights can result in generations-long blood feuds.

> ***EXAMPLE CHARACTERS:*** *Worf* (The Next Generation)*, B'Elanna Torres* (Voyager)

SPECIES DETAILS

SAMPLE VALUES:

- It is a good day to die!
- Own the day!
- Revenge is a dish best served cold
- I am a Klingon warrior; if you doubt it, a demonstration can be arranged!

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Presence

TRAIT: Klingon. Klingon physiology is hardy, with a reinforced skeleton and many redundant internal organs which allow them to withstand harm and numerous toxins that would be deadly to other species, though this has the potential for medical complications. They are significantly stronger and more resilient than Humans, though they have less tolerance for the cold.

BRAK'LUL (SPECIES ABILITY): You gain 1 Protection which stacks with the benefits of any armor worn. Further, when another character attempts *First Aid* to heal you, they may re-roll a d20.

ONE NAME: Klingons have only a single name, but formal Klingon forms of address include the name of a parent ("son of...," "daughter of...," etc.), and then the name of their House—the extended family or clan they belong to.

- **FEMININE:** Azetbur, B'Elanna, B'Etor, Bu'kah, Ch'Rega, Doran, Gi'ral, Grilka, Huss, K'Ehleyr, Krelik, Kurak, L'Naan, Lukara, Lursa, Mara, Miral, Sirella, Tavana
- **MASCULINE:** A'trom, Barot, Chang, Gorkon, Huraga, Maltz, M'Lind, Mogh, Pok, Kargan, Kang, Kerla, K'mpec, Koloth, Kor, Korax, Ko'lek, Krell, T'vis, Toral, Torg, Klaa

ORION

A species with a colorful reputation, the Orions are subject to rumor, speculation, and flights of fancy, to the point where there are numerous common misconceptions about their species and culture. This seems to be at least partially by design. Orions are accustomed to taking full advantage of any opportunity that passes their way, and the uncertainty and misdirection that surrounds them is a considerable advantage. The influence of Orion traders and the Orion Syndicate can be felt across the Alpha and Beta Quadrants, often in ways that flout the laws of other cultures, and often employing agents of other species.

Orion culture appears to be divided along gender lines, and there is evidence to suggest they have a broadly matriarchal culture, with the women serving in leadership roles, while Orion males more often serving as muscle, laborers, and minor operatives, though this has shifted somewhat over the centuries. This appears to be due to a trait of some Orion females, who have been observed to produce pheromones that can make male Orions (and males of some other species, including Humans) compliant. It isn't known how widespread this trait is.

EXAMPLE CHARACTERS: *D'Vana Tendi* (Lower Decks), *Osyraa* (Discovery)

SPECIES DETAILS

SAMPLE VALUES:

- Everything has a price
- Your expectations limit you
- I am not who you expect me to be
- I thrive because I do not ignore opportunities

ATTRIBUTES: +1 Daring, +1 Fitness, +1 Presence

TRAIT: Orion. Orions have similar environmental tolerances to Humans and are physically and culturally well-accustomed to interstellar travel. The Orions' reputation as thieves, pirates, and illicit traders can make others wary of them, but it can also open doors and create opportunities in more unsavory parts of the Galaxy.

NEVER AT FACE VALUE (SPECIES ABILITY): Once per scene, you may add 1 Threat to ask the gamemaster a question about the situation, as if you had spent Momentum to *Obtain Information*.

ORION NAMES: Orions tend to be known by a single name; separate personal and family names are known to exist, but in most cases, an Orion will only use one name—either a personal or family name, or a nickname they've adopted—unless they need to distinguish themselves from another similarly-named Orion.

- **FEMININE:** D'Nesh, Devna, D'Vana, Gaila, Maras, Marta, Navaar, Osyraa, Shava
- **MASCULINE:** Bashorat, Bri'onn, Harrad-Sar, Harral, Ithor, Mesh, Paska, Shavo, Tolor

ROMULAN

A divergent offshoot of the Vulcan species, Romulans fled their original homeworld millennia ago. These Vulcans, "those who marched beneath the Raptor's wings," refused to accept the teachings of Surak, and thus did not embrace logic or stoicism, and eventually their ships would reach the worlds known as Romulus and Remus. Much of what is known about the Romulans has been pieced together from secondary and tertiary sources, as the Romulans themselves are secretive bordering on paranoia and do not disclose any information about themselves unless they deem it vital. Indeed, the Federation didn't even know what Romulans looked like until a century after the Earth-Romulan War.

To the Romulans, trust is something to be placed in only a few, for misplaced trust can be a deadly weapon. A Romulan trusts only their closest family members, and places increasing layers of secrecy, obfuscation, and misdirection as relationships grow more distant. There are exceptions to this, such as the scrupulously candid order *Qowat Milat*, but most Romulans are highly guarded and suspicious of everyone.

> ***EXAMPLE CHARACTERS:*** *Elnor* (Picard), *T'Rul* (Deep Space Nine)

SPECIES DETAILS

SAMPLE VALUES:

- I give my life to the service of the Empire
- Secrecy is a shield against betrayal
- Every secret I discover is another weapon in my arsenal
- Even my secrets have secrets!

ATTRIBUTES: +1 Control, +1 Fitness, +1 Reason

TRAIT: Romulan. Romulan physiology is like that of Vulcans, but subtly different in a variety of ways, enough to cause difficulties in using medical techniques designed for Vulcans, and enough that, with difficulty, sensors can distinguish between Vulcan and Romulan life-signs. Psychologically and culturally, Romulans prize cunning and strength of will, and are highly distrustful of outsiders. Romulans have a reputation for manipulation, deception, and betrayal.

PARANOIA (SPECIES ABILITY): When an action scene begins, if the gamemaster wishes an adversary to take the first turn, they must spend 1 Threat more than normal.

ROMULAN NAMES: Romulans receive four names: a "true" name used among family, a "common" name used for religious rituals and other traditional purposes, an "Imperial" name used by the state, and an "open" name given to outsiders. A Romulan may even change their "open" name on a whim and may have several in different social contexts.

- **EXAMPLES:** Almak, Ayel, Chulak, Donatra, D'Tan, Hiren, J'Vini, Kabath, Laris, Livara, Lovok, Mirok, M'Ret, Narek, Narissa, Neral, Nevala, Parem, Pel, Rakal, Selok, Shira, Taris, Telek, Varel, Vreenak, Zani

RODRIGO GONZALEZ TOLEDO

TELLARITE

The stubborn, argumentative Tellarite species originated upon Tellar Prime, a temperate planet in the Alpha Quadrant. Their bodies are thick-set and covered in dense hair, and they stand a little shorter than Humans on average. Many male Tellarites possess tusks to some degree, though they vary in size and prominence.

Tellarites are known to be highly argumentative, even rude by the standards of other cultures, often complaining frequently or insulting others as part of social interactions. In truth, this comes from a sense of intellectual honesty and rigorous skepticism. To a Tellarite, no idea, concept or person is beyond challenge or analysis, and any notion that cannot stand up to scrutiny is an unworthy one. Tellarites revel in debates, and enjoy arguing, and the criticisms, complaints, and insults issued during conversations are intended to be met in kind: to do otherwise is to display a weak character, an inability to stand up for oneself, or an unwillingness to confront one's own flaws.

EXAMPLE CHARACTERS: *Jankom Pog* (Prodigy), *Zus Tlaggul* (Strange New Worlds)

SPECIES DETAILS

SAMPLE VALUES:

- No notion is above proper scrutiny
- No voice silenced, no perspective unheard
- You'll never get an answer if you don't ask questions
- An idea left unchallenged can be dangerous

ATTRIBUTES: +1 Control, +1 Fitness, +1 Insight

TRAIT: Tellarite. Tellarites have keen senses of smell and hearing, and excellent spatial awareness, allowing them to judge distance, depth, and dimension with considerable accuracy. They have a high tolerance for many common drugs, toxins, and inebriants (Tellarites don't get drunk, just 'feisty').

STURDY (SPECIES ABILITY): You gain +1 Protection against *Stun Attacks* only. Further, when you suffer a complication that represents a physical hindrance or being stunned, dazed, or disoriented, you may take 1 Stress to ignore that complication (and remove any associated trait).

TELLARITE NAMES: Tellarites have considerable variation in their names, but all tend to be composed of harsh, even guttural sounds. Tellarite names consist of a personal name and a family name, though the family name is sometimes a compound, indicating the family name is a patronym or matronym (the name of a father or mother, respectively), toponym (derived from a place) or similar.

- **FEMININE:** Pola, Cherthish, Zhuggaa, Torthem, Neshlel, Verg, Kholo, Fratho, Skig, Vaolli, Glavom
- **MASCULINE:** Prugm, Brag, Dash, Gisich, Gullerg, Zankir, Hellek, Trar, Jankom, Jorsh, Geshniv, Tuk
- **PREFIXES:** bav, glov, blasch, lorin, jav, bim, glasch
- **FAMILY:** Gronnahk, Nonkursh, Slaal, Ker, Zhiv, Blav, Zhuffand, Khebloss, Pend, Pog, Brin, Wenkurn
- **EXAMPLES:** Pola jav Brin (Feminine), Tuk glasch Khutohk (Masculine)

TRILL

The Trill are a pair of species who originate from a world of the same name. The Trill that most outsiders know appear almost identical to Humans or Betazoids, but for a row of irregular spots running down the sides of their bodies. The other Trill species are small invertebrates, which dwell in subterranean caverns. There are relatively few of this second species, species, but they are extremely intelligent and capable of living for centuries.

While not a secret, it is not widely discussed that a small portion of humanoid Trill are capable of bonding with the invertebrates, commonly referred to as symbionts, and in this bond—called a Joining—creates a gestalt person, a combination of the minds, memories, and personalities of both creatures. While a symbiont cannot be removed without killing its host, upon a host's death, a symbiont will be passed to a new host, preserving knowledge and memory over generations.

Trill society has been shaped by the Joined, with Trill culture tending to take a long view of social development, and pursuing intellectual and philosophical development over interpersonal conflict. The Trill are a firm and dedicated member of the Federation.

EXAMPLE CHARACTERS: *Jadzia Dax* (Deep Space Nine)*, Gray Tal* (Discovery)

SPECIES DETAILS

SAMPLE VALUES:

- Several lifetimes of experience
- What will this mean a century from now?
- What can I discover today?
- Who I was is only part of who I am

ATTRIBUTES: +1 Control, +1 Presence, +1 Reason

TRAIT: Trill. Trill are especially resistant to parasites and similar intrusion. However, they tend to have strong allergic reactions to insect bites and other venoms, which can disrupt their neurochemistry, especially if they are Joined. Many of the specifics of Trill physiology—specifically with regards to symbionts—are not widely understood by non-Trill doctors, which can result in medical complications. Many Joined Trill find using a transporter to be uncomfortable.

PATIENT (SPECIES ABILITY): When you succeed at a task where you purchased one or more d20s by spending Momentum, you generate 1 bonus Momentum for each d20 purchased. Bonus Momentum may not be saved.

TRILL NAMES: Trill names consist of a personal name and a family name, though in the case of a joined Trill, the family name is replaced with the name of the symbiont.

- **FEMININE:** Audrid, Azala, Emony, Kareel, Lenara, Nilani, Reeza, Zharaina, Koria, Lidra, Diranne, Kimoni
- **MASCULINE:** Arjin, Bejal, Curzon, Hanor, Joran, Tobin, Torias, Verad, Yedrin, Keman, Sabin
- **FAMILY:** Nedan, Sozenn, Rulon, Les, Tral, Inazin, Hama, Kelen, Imonim, Razix, Idiron, Paron, Tanan, Sulil, Kerev
- **SYMBIONT:** Jexen, Del, Ogar, Kyl, Eku, Nala, Cela, Pohr, Ral, Okir, Etahn, Lahl

VULCAN

The first species to contact Humans, Vulcans are stoic, rational people. Widely claimed to be emotionless, Vulcans in fact feel emotions deeply and intensely, to their own detriment. Ancient Vulcans were prone to murderous rage and fits of paranoia, and nearly destroyed themselves millennia ago, before Surak taught logic and the purging of emotion. His teachings led to peace among the Vulcans and the establishment of a culture driven by reason.

Vulcans embrace science and logic, but their lives are not purely devoted to such things: they have a deeply philosophical and spiritual side, with art and music as vital to their culture as logic. They are also an intensely private people, with many aspects of their culture largely kept secret from outsiders.

EXAMPLE CHARACTERS: *Spock* (Star Trek), *T'Pol* (Enterprise), *Tuvok* (Voyager)

SPECIES DETAILS

SAMPLE VALUES:

- Logic is the beginning of wisdom, not the end
- Nothing that is, is unimportant
- The needs of the many outweigh the needs of the few or the one
- In accepting the inevitable, one finds peace

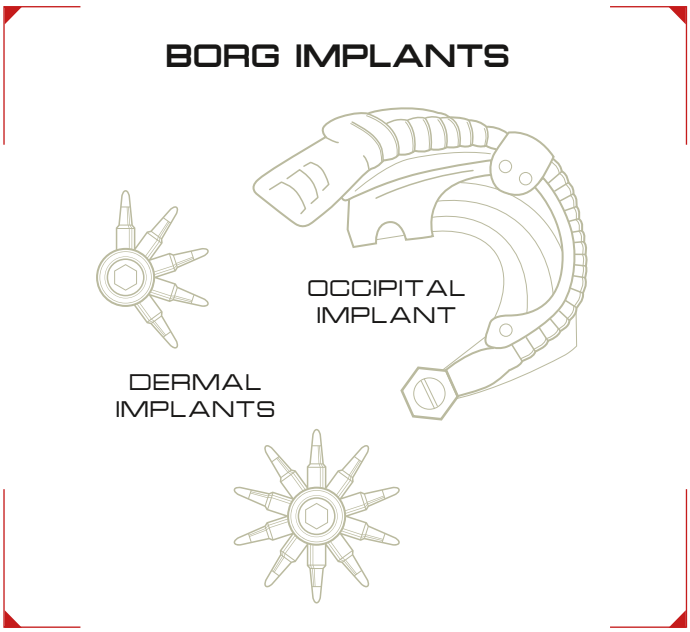
ATTRIBUTES: +1 Control, +1 Fitness, +1 Reason

TRAIT: Vulcan. Vulcans have a naturally high tolerance for extremes of heat, are resistant to dehydration, and can shield their eyes from blinding light with a set of secondary eyelids. Their auditory and olfactory senses are extremely keen, and the gravity of their homeworld means an average Vulcan is about three times as strong as a Human of similar size and weight. Vulcans are innately telepathic, and through extensive training since childhood, Vulcan minds can suppress their emotional responses, and even exert influence upon biological processes, though this takes regular meditation to maintain.

MENTAL DISCIPLINE (SPECIES ABILITY): While Vulcans have some psychic capabilities, they require training to use it effectively (see the **Mind Meld** talent, page 154). Further, your maximum Stress is based on your Control rather than your Fitness, and you may suffer 2 Stress to avoid suffering any trait that represents an emotional state. However, if you become Fatigued, you increase the Potency of any such emotion-related trait by 1.

VULCAN NAMES: Vulcans have only a single name, in practical terms—while they do have family names, these are not discussed among other species—and tend to be traditional in the names they use.

- **MASCULINE:** Aravik, Delvolk, Kovar, Muroc, Rekan, Salok, Savel, Sevek, Skon, Soral, Sutok, Syrran, Tekav, Tolek, Velik
- **FEMININE:** Falor, Metana, Perren, T'Karra, T'Laan, T'Lar, T'Les, T'Mal, T'Paal, T'Pan, T'Rel, T'Vran, Seleya, Simora, V'Lar



.:UNUSUAL OR UNIQUE CHARACTERS

The Galaxy is a big place, with many worlds and a great many people, all of whom with stories to tell. Even just considering Starfleet alone, Starfleet Academy attracts applicants from numerous worlds, including some that aren't a part of the Federation. With a suitable recommendation, anyone can apply, though they're still faced with the same challenging entrance examinations that ensure that only the best of the best become Starfleet officers. People from all walks of life find themselves travelling to distant worlds and encountering unusual and interesting situations.

At the gamemaster's discretion, players may seek to play as any species, even going so far as to create unique species never seen on screen. This requires a little more work, but the results can be well worth the effort. The player and gamemaster should confer as to the nature of the species desired, get a rough idea of what that species is capable of, what their culture is like, and so forth, as well as why the character might seek to join Starfleet. These provide the foundations for how to use the species' trait in play, as well as generating plot hooks and ideas that can be explored further during play. The gamemaster and player should also decide upon three attributes, each of which are increased by +1, as well as creating a Species Ability (these are comparable in effect to a talent). You may also wish to create one or two unique talents to reflect unique facets of that species' culture, but this isn't essential.

AUGMENTS AND CYBORGS

In much of the Alpha and Beta Quadrants, the use of genetic engineering is regarded warily. The Federation has had laws restricting genetic manipulation since it was founded, growing out of the devastating lessons of Earth's Eugenics Wars. The Klingons have their own poor experiences with genetic engineering, and largely regard genetic augmentation as a form of unearned power, and deeply dishonorable. While genetics as a science is not expressly outlawed, genetic engineering of sapient life-forms is approached with caution and heavily regulated.

In the more lawless regions of space, less scrupulous genetic engineers pursue their craft free from what they see as persecution, but the unrestricted nature of their work often results in unforeseen side-effects, with unrestricted tampering of the genome often resulting in mental, emotional, or physical impairments, mutated diseases, or other problems.

Another potential form of augmentation is using cybernetics. These are not as strictly regulated, and the Federation has fewer laws about the use of biomechanical and biosynthetic implants, and there have been numerous periods of history—particularly in the wake of wartime—where people with cybernetic implants are commonplace. Where possible, organic prostheses are preferred, but these are not always available or viable, so cybernetics are about as common as biosynthetic replacements. While some augmentation is possible, there are limits to what the body can withstand, and an implant with capabilities far beyond what a body can normally achieve are liable to place a body under extreme stress or have other side-effects.

During character creation, you may define your character as an augment, or a cyborg, adding the relevant term as a trait to your character. The **Augment** trait means that your character has had their genetics altered in some way to enhance their capabilities. The **Cyborg** trait means that your character has one or more artificial organs or implants designed to either replace a lost function (a prosthetic organ, a sensory aid, or similar) or provide a capability you didn't have before (such as a neural implant). Discuss the nature of your character's augmentation with your gamemaster.

During character creation, you may also select one or more **Augment** talents (page 155).

STEP TWO: ENVIRONMENT

REGARDLESS OF THEIR SPECIES, STARFLEET OFficers come from many places, across many worlds. While many Humans (for example) are born on Earth, there are many more who were born on a colonized world elsewhere in the Galaxy, or on a starbase or a starship.

A character's Environment grants the character a single value, one point in a single attribute, and one point in a single department.

A player may choose their Environment, or randomly determine it from the **Random Environment** table by rolling a d20.

.: RANDOM ENVIRONMENT

D20	ENVIRONMENT
1–3	Another Species' World
4–6	Busy Colony
7–9	Frontier Colony
10–12	Homeworld
13–15	Isolated Colony
16–18	Starship or Starbase
19–20	Roll Again or Choose

.: ANOTHER SPECIES' WORLD

The character grew up among another species. They might have lived among a small enclave of their own kind, or they may have been orphaned by some manner of disaster and raised by aliens. Whatever the situation, the character may have unique perspectives on their own species and on those they were raised alongside.

- **VALUE:** At this step, the character gains a single value. This value should reflect the environment and culture the character was raised within. Consider how the character views their own culture, and how they connect—or possibly, don't connect—to the philosophies and traditions of their people. Considering a value associated with the species your character was raised among can be fitting here.
- **ATTRIBUTE:** Choose or randomly roll another species from Step One, then choose one of the attributes that species increases and increase your rating in that attribute by 1.
- **DEPARTMENT:** Increase one department rating by 1.

.: BUSY COLONY

The character comes from one of their culture's oldest or most prosperous colonies, which may be another world within their home system—such as Luna or Mars for Humans—or one of the first worlds colonized after the culture achieved interstellar flight. These colonies often develop a fiercely independent outlook, often having developed with little direct aid from their home world, and a sense of pride that accompanies being among the first of their kind to tame another world.

- **VALUE:** At this step, the character gains a single value. This value should reflect the environment and culture the character was raised within. Consider how the character views their own culture, and how they connect—or possibly, don't connect—to the philosophies and traditions of their people.
- **ATTRIBUTE:** Choose one of the following attributes and increase it by 1: Daring or Presence
- **DEPARTMENT:** Choose one of Command, Security, or Science; the character increases that department by 1.

.: FRONTIER COLONY

The character comes from a colony located on the fringes of known space, either on the edge of uncharted space or on the border with another civilization. Frontier colonists tend to be hardy and determined, even stubborn, and well-prepared for the dangers that their home may pose.

- **VALUE:** At this step, the character gains a single value. This value should reflect the environment and culture the character was raised within. This is a good opportunity to consider how the character views their own culture, and how they connect—or possibly, don't connect—to the philosophies and traditions of their people.
- **ATTRIBUTE:** Choose one of the following attributes and increase it by 1: Control or Fitness.
- **DEPARTMENT:** Choose one of Conn, Security, or Medicine; increase that department by 1.

.:HOMEWORLD

The character comes from the world that birthed their civilization and has been surrounded by cultural and spiritual legacies their entire life. Species homeworlds are often utopian and idyllic, serving as the platonic ideal of that species' culture, or the recipients of an empire's wealth and prosperity. They also exemplify aspects of a culture's most revered traditions and serve as the heart of that civilization's legal and political landscape.

- **VALUE:** At this step, the character gains a single value. This value should reflect the environment and culture the character was raised within. This is a good opportunity to consider how the character views their own culture, and how they connect—or possibly, don't connect—to the philosophies and traditions of their people. The sidebars on each species' values can serve as inspiration here.
- **ATTRIBUTE:** Choose one of the three attributes the character's species improved; increase one of those attributes by 1.

▷ CULTURE, OR MONO-CULTURE?

The alien species seen in *Star Trek* are often presented as having a singular culture that spans their entire civilization, while we still see elements of different cultures among the Human characters that we see on-screen. There's no real need for this to be true except for storytelling convenience; there's room for a variety of cultures and subcultures among the Vulcans, or the Andorians, even if these differences might not be immediately recognizable to those not intensely familiar with those peoples. There'll always be a degree of cultural blending within these species anyway—all of them are represented by unified planetary governments, and celebrate individual diversity, so many of the old divisions between cultures are things of the past.

The same can be said of ethnicity and concepts of race. Variation in physiognomy, skin color, and so forth can be found among all species, typically because of evolutionary adaptations to specific climates on a species' homeworld. Bajorans, Betazoids, Denobulans, Klingons, Romulans, Tellarites, Trill, and Vulcans all have similar diversity in skin color, hair types, and other such variations as Humans do, and for essentially the same reasons. Andorians, Aenar, Cardassians, and Orions have their own range of variations in the color of their skin, hair, eyes, and so forth.

- **DEPARTMENT:** Choose one of Command, Security, or Science; the character increases that department by 1.

.:ISOLATED COLONY

The character comes from a colony that is isolated from broader galactic society. Worlds like the Vulcan monastery on P'Jem use the vast distances between star systems as an opportunity for contemplative isolation, while others are settled because they present unique research opportunities. The cultures of these colonies tend to focus on learning and introspection.

- **VALUE:** At this step, the character gains a single value. This value should reflect the environment and culture the character was raised within. This is a good opportunity to consider how the character views their own culture, and how they connect—or possibly, don't connect—to the philosophies and traditions of their people.
- **ATTRIBUTE:** Choose one of the following attributes and increase it by 1: Reason or Insight.
- **DEPARTMENT:** Choose one of Engineering, Science, or Medicine; increase that department by 1.

.:STARSHIP OR STARBASE

The character grew up in space, travelling aboard a starship or living aboard a space station or starbase. While they're unlikely to have lived aboard a military or Starfleet vessel—only some of them carry families—many freighters, transports, and other civilian vessels have a tradition of family or generational crews, and many officers with families take postings to starbases rather than ships. Those raised in space learn the ins-and-outs of shipboard life as children, and many are groomed for leadership, or learn to fly a shuttle in their formative years.

- **VALUE:** At this step, the character gains a single value. This value should reflect the environment and culture the character was raised within. This is a good opportunity to consider how the character views their own culture, and how they connect—or possibly, don't connect—to the philosophies and traditions of their people.
- **ATTRIBUTE:** Choose one of the following attributes and increase it by 1: Control or Insight
- **DEPARTMENT:** Choose one of Command, Conn, or Engineering; the character increases that department by 1.

TOBIAS RICHTER

STEP THREE: UPBRINGING

THE NATURE OF A PERSON'S FAMILY AND THEIR SURroundings as they grew up can have a massive impact upon them, and whether they accept this influence, or rebel against it, will shape the rest of their lives.

A character's Upbringing provides them with three points spread across two attributes. Which attributes can be increased, and by how much, is determined not only by the Upbringing chosen, but also by whether the character **accepted** their Upbringing or **rebelled** against it.

Each Upbringing also gives the character a single point to add to one of their departments, with each Upbringing having a choice of which departments can be increased. Finally, the character receives a single focus, which should relate in some way to the Upbringing chosen (a few examples are provided in each case). Finally, each Upbringing gives the character a single talent.

When selecting talents, you may choose that talent immediately or you may wait until the end of character creation to make your choice.

A player may choose their character's Upbringing, or randomly determine it from the **Random Upbringing** table below by rolling a d20.

.:RANDOM UPBRINGING

D20	UPBRINGING
1–3	Agriculture or Rural
4–6	Artistic and Creative
7–9	Business or Trade
10–12	Diplomacy and Politics
13–15	Science and Technology
16–18	Starfleet or Military
19–20	Roll Again or Choose

.: AGRICULTURE OR RURAL

The character grew up surrounded more by nature than by people, in rural communities, on the frontier, or somewhere else distanced from the bustle of cities. They might be heavily involved in agriculture, growing real food to supplement synthesized or replicated meals.

ATTRIBUTES

If the character **accepted** this Upbringing, the tough, practical life on the land breeds a strong work ethic and a healthy body, increasing their Control by 1 and their Fitness by 2.

If the character **rebelled** against this Upbringing, they are likely to have embraced science, technology, and the fruits of civilization, increasing their Presence by 1 and their Reason by 2.

DEPARTMENTS, FOCUS, AND TALENT

The character's living off the land and growing up on the edge of civilization allows them to increase one of Conn, Security, or Medicine

The character's focus should relate to the character's rural lifestyle, and the skills they learned there. Examples include: Animal Handling, Athletics, Emergency Medicine, Endurance, Ground Vehicles, Infectious Diseases, Navigation, Toxicology, Survival Training.

The character also gains a single talent.

.: ARTISTIC AND CREATIVE

The character's life was filled with arts and creativity of all kinds, and no matter what pursuits the character favors, they are exposed to the great works of many cultures, and given every opportunity to express themselves.

ATTRIBUTES

If the character **accepted** this Upbringing, they develop a greater understanding of emotion and communication, increasing their Insight by 1 and their Presence by 2.

If the character **rebelled** against this Upbringing, the character is more inclined to action than to expression, increasing their Daring by 1 and their Fitness by 2.

DEPARTMENTS, FOCUS, AND TALENT

The character's ease with creativity and self-expression lend themselves to many pursuits, allowing the character to increase one of Command, Engineering, or Science.

The character's focus should relate to the character's preferred way of applying their skills. Examples include: Botany, Cultural Studies, Holoprogramming, Linguistics, Music, Observation, Persuasion, Psychology.

The character also gains a single talent.

.: BUSINESS OR TRADE

The character's family may have connections on countless worlds, overseeing and directing some grand business endeavor. They might have been traders or involved in interplanetary freight. Either way, the character has grown up encountering people from all walks of life, including those from outside their civilization, and their outlook on life has been shaped accordingly.

ATTRIBUTES

If the character **accepted** this Upbringing, a cosmopolitan, ambitious lifestyle increases their Daring by 1 and their Presence by 2.

If the character **rebelled** against this Upbringing, stepping away from the family business to find their own identity increases their Insight by 2 and their Reason by 1.

DEPARTMENTS, FOCUS, AND TALENT

The character's experiences with their family business allows them to increase any one of Command, Engineering, or Science.

The character's focus should relate to the nature of their family's business, covering skills that are valuable during trade, or which were useful to the family business in other ways. Examples include: Finances, Geology, Linguistics, Manufacturing, Metallurgy, Negotiation, Survey.

The character also gains a single talent.

.: DIPLOMACY AND POLITICS

The character has been exposed to the complexities of political thought and the nuances of diplomacy since they were young, perhaps because a family member was involved in those fields.

ATTRIBUTES

If the character **accepted** this Upbringing, they're disciplined and well-versed in the arts of debate, increasing their Control by 1 and their Presence by 2.

If the character **rebelled** against this Upbringing, then they've instead sought more tangible things to focus on, increasing their Fitness by 1 and their Reason by 2.

DEPARTMENTS, FOCUS, AND TALENT

The character's familiarity with the practices and perils of diplomacy, politics, and the law allow them to increase any one of Command, Conn, or Security by 1.

The character's focus should relate to the character's preferred way of applying their skills. Examples include: Composure, Debate, Diplomacy, Espionage, Interrogation, Law, Philosophy, Starfleet Protocol.

The character also gains a single talent.

.:SCIENCE AND TECHNOLOGY

The character's home was one filled with the potential of science, and cutting-edge developments were familiar ground. Perhaps the character was raised by scientists, engineers, or had mentors and teachers who encouraged a talent for the technical.

ATTRIBUTES

If the character **accepted** this Upbringing, they are rational, methodical, and precise, increasing their Control by 2 and their Reason by 1.

If the character **rebelled** against this Upbringing, they don't lack technical talent, but they haven't developed that talent and instead rely more on instinct, increasing their Daring by 1 and their Insight by 2.

DEPARTMENTS, FOCUS, AND TALENT

The character's familiarity with cutting-edge science and the latest research allows them to increase one of Conn, Engineering, Science, or Medicine by 1.

The character's focus should relate to the character's favored fields of study and inquiry. Examples include: Astrophysics, Astronavigation, Computers, Cybernetics, Power Systems, Genetics, Physics, Subspace Communications, Surgery, Quantum Mechanics, Warp Field Dynamics, Xenobiology.

The character also gains a single talent.

.:STARFLEET OR MILITARY

The character's family may have a strong tradition of naval service, with at least one member of the family in every generation serving their people in this way. Perhaps both the character's parents served in the military, who met in service. Either way, the character's formative years were influenced by a military life. In the Federation, this will normally refer to Starfleet, but it may just as easily apply to groups like the Bajoran Militia, the Andorian Imperial Guard, the Klingon Defense Fleet, Imperial Romulan Navy, or any of a number of other military forces.

ATTRIBUTES

If the character **accepted** this Upbringing, the orderly, purposeful life increases their Control by 2 and their Fitness by 1.

If the character **rebelled** against this Upbringing, their bold and self-determined living increases their Daring by 2 and their Insight by 1.

DEPARTMENTS, FOCUS, AND TALENT

The character's exposure to the ways and traditions of Starfleet allows them to increase any one department rating by 1.

The character's focus should relate to their connection to Starfleet, covering skills learned during the character's formative years. Examples include**:** Astronavigation, Composure, Extra-Vehicular Activity, Hand-to-Hand Combat (may be renamed to a specific martial art), Hand Phasers, Small Craft, Starfleet Protocol, Starship Recognition, or History.

The character also gains a single talent.

STEP FOUR: CAREER PATH

YOUR CHARACTER'S CAREER PATH IS THE CHOICE that has the greatest impact upon them and shapes them most significantly. This step is a matter of choosing a character's higher education and the profession they enter; a character may have had several jobs, but the choice made here will determine what the character's current and most significant profession is.

Each Career Path choice provides the following benefits:

- **TRAIT:** The character gains a single trait, reflecting their professional status.
- **VALUE:** The character gains a single value.
- **ATTRIBUTES:** The character gains three points, which may be split between two or three attributes (increase three attributes by 1 each, or increase one by 2 and another by 1). The character may pick these attributes freely.
- **DEPARTMENTS:** The character increases one of their departments by 2, and then two others by 1 each. These will be determined by the profession chosen.
- **FOCUSES:** The character selects three focuses, at least one of which should relate to the character's chosen profession. Each Career Path will list several examples.
- **TALENT:** The character gains a single talent.

You may choose your character's Career Path, or randomly determine it from the **Random Career Path** table by rolling a d20. For non-Federation characters, Starfleet options can reflect joining Starfleet as an outsider, as was the case with examples like Saru, Worf, or Nog, or it can be used to represent studying to become an officer within their own civilization's military or paramilitary, such as the Klingon Defense Force, the Bajoran Militia, or the Vulcan Exploratory Fleet. Adjust details like traits accordingly.

.:STARFLEET (OFFICER)

You are a Starfleet officer, and a graduate of Starfleet Academy. After passing grueling entrance exams, you spent four years at the Academy, dividing your time between academic study, physical training, and gaining practical experience. Much of your time was spent at the main campus in San Francisco on Earth, but you probably also spent time at other facilities across the Federation, as well as aboard starships and starbases.

.:RANDOM CAREER PATH

D20	CAREER PATH
1–4	Starfleet (Officer)
5–8	Starfleet (Enlisted)
9–10	Starfleet (Intelligence)
11–12	Diplomatic Corps
13–14	Civilian (Physician)
15–16	Civilian (Scientist)
17–18	Civilian (Official)
19–20	Civilian (Trader)

.:RANDOM STARFLEET DIVISION

D20	TRACK
1–6	Command
7–12	Operations
13–18	Sciences
19–20	Roll Again or Choose

A graduate of the Academy receives a commission as an officer of Starfleet, holding the rank of ensign, after which they are assigned to their first posting. Some cadets—particularly those pursuing a higher education, such as a doctorate—extend their time at the Academy by a year or two, and graduate at the rank of Lieutenant (junior grade).

The Academy provides different training depending upon a cadet's aptitudes and desired role within Starfleet, referred to as track. When you select this option, choose (or roll on the Random Starfleet Division table) which Academy track the character pursues: Command, Operations, or Sciences.

MICHELE FRIGO

COMMAND TRACK

The Command track is for those cadets who aspire to command their own starship someday. It focuses on leadership and interpersonal skills, diplomacy, decision-making in crisis situations, an understanding of protocol and procedure, and starship operations, which includes flight control. Many Command track cadets begin their careers as flight control officers and pilots, where their training can be put to the test on a smaller scale while they gain the experience necessary for more authority and responsibility. Command track cadets customarily undertake the infamous *Kobayashi Maru* test during their final year.

> ***EXAMPLE CHARACTERS:*** *James T. Kirk* (Star Trek), *Kathryn Janeway* (Voyager)

- **TRAIT:** The character gains the trait **Starfleet Officer**.
- **VALUE:** The character gains a single value, which should reflect some aspect of the character's beliefs that developed during their time at the Academy. Examples include:
  - Starfleet is a promise: I'd give my life for you, you'd give your life for me, and nobody gets left behind.
  - The first duty of every Starfleet officer is to the truth.
  - The Prime Directive is there to remind us that we are not gods, and should not act like them.
- **ATTRIBUTES:** The character gains three points, which may be split between two or three attributes (increase three attributes by 1 each, or increase one by 2 and another by 1). The character may pick these attributes freely.
- **DEPARTMENTS:** The player must select either Command or Conn as the character's major—the subject they studied most intensely. This department is increased by 2. Then, the player selects two other departments—the character's minor subjects—which are increased by 1 each. A character may not have any department higher than 4 at this stage.
- **FOCUSES:** The character selects three focuses, at least one of which should relate to the character's chosen track. Examples include:
  - Astronavigation, Composure, Diplomacy, Extra-Vehicular Activity, Evasive Action, Helm Operations, Inspiration, Persuasion, Small Craft, Starship Recognition, Starfleet Protocols, Team Dynamics
- **TALENT:** The character gains a single talent.

OPERATIONS TRACK

The Operations track is practical and hands-on, dealing with many of the realities of Starfleet's mission. Divided broadly into Engineering and Security divisions, Operations track cadets are defined by a sense of pragmatism, whether that applies to the technical or the tactical.

> ***EXAMPLE CHARACTERS:*** *Samanthan Rutherford* (Lower Decks)*, Liam Shaw* (Picard)

- **TRAIT:** The character gains the trait **Starfleet Officer**.
- **VALUE:** The character gains a single value, which should reflect some aspect of the character's beliefs that developed during their time at the Academy. Examples include:
  - Get it done right the first time
  - Sometimes, you just have to improvise
  - By the book isn't worth much in practice
- **ATTRIBUTES:** The character gains three points, which may be split between two or three attributes (increase three attributes by 1 each, or increase one by 2 and another by 1). The character may pick these attributes freely.
- **DEPARTMENTS:** The player must select either Engineering or Security as the character's major—the subject they studied most intensely. This department is increased by 2. Then, the player selects two other departments—the character's minor subjects—which are increased by 1 each. A character may not have any department higher than 4 at this stage.
- **FOCUSES:** The character selects three focuses, at least one of which should relate to the character's chosen track. Examples include:
  - Computers, Cybernetics, Electro-Plasma Power Systems, Espionage, Hand Phasers, Hand-to-Hand Combat, Infiltration, Interrogation, Shipboard Tactical Systems, Survival, Transporters & Replicators, Warp Field Dynamics
- **TALENT:** The character gains a single talent.

SCIENCES TRACK

Somewhat isolated from the other tracks, the Sciences track is primarily academic, with Starfleet Academy producing many accomplished scientists. Included within the Sciences track, but separated by a distinct curriculum, is Starfleet Medical, training doctors, nurses, and counselors to serve aboard Starfleet vessels and facilities across the Federation.

> ***EXAMPLE CHARACTERS:*** *Spock* (Star Trek)*, Saru* (Discovery)

- **TRAIT:** The character gains the trait **Starfleet Officer**. The character may also gain a trait reflecting their specific profession and the accompanying advanced training, such as **Physician**, or **Psychiatrist**.
- **VALUE:** The character gains a single value, which should reflect some aspect of the character's beliefs that developed during their time at the Academy. Examples include:
  - No conclusions until I've run some tests
  - I want to see what nobody else has seen
  - First, do no harm
- **ATTRIBUTES:** The character gains three points, which may be split between two or three attributes (increase three attributes by 1 each, or increase one by 2 and another by 1). The character may pick these attributes freely.
- **DEPARTMENTS:** The player must select either Science or Medicine as the character's major—the subject they studied most intensely. This department is increased by 2. Then, the player selects two other departments—the character's minor subjects—which are increased by 1 each. A character may not have any department higher than 4 at this stage.
- **FOCUSES:** The character selects three focuses, at least one of which should relate to the character's chosen track. Examples include:
  - Anthropology, Astrophysics, Botany, Computers, Cybernetics, Emergency Medicine, Exo-tectonics, Genetics, Geology, Infectious Diseases, Linguistics, Physics, Psychiatry, Quantum Mechanics, Trauma Surgery, Virology, Warp Field Dynamics, Xenobiology
- **TALENT:** The character gains a single talent.

.: STARFLEET (ENLISTED)

While Starfleet is best known for its highly competent officers, they are not the only personnel in Starfleet. Each year, a great many people enlist in Starfleet rather than joining the Academy. This is often the case for those who do not meet the requirements for the Academy, or who only wish to serve for a few years to gain some life experience.

Enlisted crew receive basic training in starship procedures and protocols, as well as any specific courses required for their position, at the Starfleet Technical Services Academy on Mars, before being posted to a starship, starbase, or other facility.

The demand for these enlisted crew varies over time, with major recruitment drives occurring during times when Starfleet is expanding, or needs to replenish losses from disasters or times of conflict. Still, it's a rare ship that has no enlisted personnel, typically within the Operations department, and experienced non-commissioned officers (NCOs) are highly prized for their practical knowledge and hard-won experience. A few NCOs obtain a commission later in their careers, becoming full officers.

> ***EXAMPLE CHARACTERS:*** *Janice Rand* (Star Trek), *Miles O'Brien* (Deep Space Nine)

- **TRAIT:** The character gains the trait **Starfleet Crew**.
- **VALUE:** The character gains a single value, which should reflect some aspect of the character's beliefs that developed during their early years in Starfleet. Examples include:
  - The satisfaction of a job well-done is worth the effort
  - Nowhere else can I get this experience
  - Don't call me sir; I work for a living
- **ATTRIBUTES:** The character gains three points, which may be split between two or three attributes (increase three attributes by 1 each, or increase one by 2 and another by 1). The character may pick these attributes freely.
- **DEPARTMENTS:** The player must select one of Conn, Security, Engineering, or Science, and increase it by 2. Then, choose any two other departments, and increase them by 1 each. A character may not have any department higher than 4 at this stage.

▷ COMMISSION WITHOUT THE ACADEMY

Characters with a Starfleet (or equivalent military) career hold a rank within that service, while diplomats and civilian characters don't, at least under normal circumstances.

However, in practice, this isn't always the case—on numerous cases, it can be valuable for a civilian expert to hold a rank, to give them a place in the chain of command, or it may be because they have chosen to join up in adulthood, after establishing themselves in their careers and their fields. Leonard McCoy, Chief Medical Officer of the *U.S.S. Enterprise* was an example of this, having been a civilian doctor before joining Starfleet, but holding a rank of lieutenant commander during that time.

With discussion with the gamemaster, it is possible to grant a civilian character a rank. In such cases, the character can be promoted and demoted as with any Starfleet/Military character.

- **FOCUSES:** The character selects three focuses, at least one of which should relate to whichever department was increased by +2.
  - Examples include: Computers, Electro-Plasma Power Systems, Emergency Medicine, EVA, Hand Phasers, Hand-to-hand Combat, Helm Operations, Shipboard Tactical Systems, Small Craft, Survival, Transporters and Replicators
- **TALENT:** The character gains a single talent.

.: STARFLEET (INTELLIGENCE)

Starfleet maintains an intelligence division which monitors and analyzes the activities of its neighbors, assessing threats, identifying future problems or challenges, and carrying out covert operations. A lot of this work is passive, carried out as a natural part of Starfleet's operations, by analysts and computer algorithms sifting through mission logs, sensor records, and similar data, but it cannot be done exclusively in this way.

Starfleet Intelligence recruits operatives and assets across the Federation, and sometimes even beyond. Most established operatives are handlers and analysts, gathering information from a variety of sources and

establishing their own networks of informants, who live ordinary lives and only occasionally pass on information. When Starfleet Intelligence needs to perform more significant actions, it often selects personnel from elsewhere in Starfleet to carry out the work.

Many starbases and a few starships have an Intelligence officer on board, who serve as a point of contact for their commanding officers and spend much of their time gathering and summarizing information that may be of use to ongoing missions.

Other civilizations in the Galaxy have comparable intelligence agencies, such as the Romulan Tal Shiar or the Cardassian Obsidian Order, both of which are infamous examples feared both within and beyond those civilizations.

> ***EXAMPLE CHARACTERS:*** *Raffaela Musiker* (Picard), *Ro Laren* (The Next Generation)

- **TRAIT:** The character gains the trait **Intelligence Operative**.
- **VALUE:** The character gains a single value, which should reflect some aspect of the character's beliefs that developed during their early years in Starfleet Intelligence. Examples include:
  - Trust, but verify
  - Insufficient information can result in disaster
  - Secrets are my business
- **ATTRIBUTES:** The character gains three points, which may be split between two or three attributes (increase three attributes by 1 each, or increase one by 2 and another by 1). The character may pick these attributes freely.
- **DEPARTMENTS:** The player must select one of Command or Security and increase it by 2. Then, choose any two other departments, and increase them by 1 each. A character may not have any department higher than 4 at this stage.
- **FOCUSES:** The character selects three focuses, at least one of which should relate to whichever department was increased by 2. Examples include:
  - Computers, Diplomacy, Espionage, Hand Phasers, Hand-to-hand Combat, Infiltration, Interrogation, Linguistics, Persuasion, Politics
- **TALENT:** The character gains a single talent.

.:DIPLOMATIC CORPS

Whether you've spent a lifetime in politics and diplomacy, or you became an honorary diplomat after an illustrious career, you are now part of the network of ambassadors and envoys who connect distant worlds and interstellar nations.

When entering diplomatic service, you may speak on behalf of a single world, or on behalf of an interplanetary entity such as the Federation. The most respected diplomats may be roving ambassadors-at-large, leveraging their reputation and experience to arrange summits and treaties and speak on major international matters, constantly moving from place to place as the situation demands.

Starfleet, and the militaries of other civilizations, commonly provide protection and support for diplomatic missions, and thus ambassadors can often be found on Starfleet vessels and similar.

> ***EXAMPLE CHARACTERS:*** *Sarek* (Star Trek), *Curzon Dax* (Deep Space Nine)

- **TRAIT:** The character gains the trait **Diplomat** or **Ambassador**. You may adjust this to reflect the specifics of your diplomatic posting, noting who you represent, where you're posted, or both: for example, **Federation Ambassador-at-large**, or **Klingon Ambassador to Vulcan**.
- **VALUE:** The character gains a single value, which should reflect some aspect of the character's beliefs that developed during their time in diplomatic service. Examples include:
  - Eventually, everyone comes back to the table to talk
  - The right words can shape countless lives
  - You don't get a better world if you don't work for it
- **ATTRIBUTES:** The character gains three points, which may be split between two or three attributes (increase three attributes by 1 each, or increase one by 2 and another by 1). The character may pick these attributes freely.
- **DEPARTMENTS:** The player increases Command by 2. Then, choose any two other departments, and increase them by 1 each. A character may not have any department higher than 4 at this stage.

- **FOCUSES:** The character selects three focuses, at least one of which should relate to whichever department was increased by 2. Examples include:
  - Anthropology, Composure, Diplomacy, Espionage, History, Linguistics, Literature, Persuasion, Philosophy, Politics
- **TALENT:** The character gains a single talent.

.:CIVILIAN (PHYSICIAN)

You've devoted your life to healing others. You may be trained as a doctor, a paramedic, a counselor, or you may be a medical researcher rather than a practicing physician, but either way, the goal is to help people who are hurt in some way. Your skills are in demand across explored space, and even civilian-trained physicians can find themselves aboard Starfleet and military ships.

EXAMPLE CHARACTERS: *Phlox* (Enterprise)

- **TRAIT:** The character gains the trait **Physician**. This can be adjusted to reflect a particular specialty, such as **Surgeon** or **Geneticist**.
- **VALUE:** You gain a single value, which should reflect the character's beliefs developed during their studies, or which led them to enter medicine in the first place. Examples include:
  - The Hippocratic Oath
  - I must respect my patient's wishes
  - An ounce of prevention is worth a pound of cure
- **ATTRIBUTES:** You gain three points, which may be divided among two or three attributes freely (either one gets 2 and the other gets 1, or all three get 1). These may be assigned freely.
- **DEPARTMENTS:** You increase your Medicine by 2, and two other departments by 1. In addition, you may reduce one of your other departments by 1 and add that point to any department not already increased.
- **FOCUSES:** You select three focuses. Examples include:
  - Emergency Medicine, Surgery, Psychiatry, Virology, Cybernetics, Genetics, Xenobiology
- **TALENT:** The character gains a single talent.

.:CIVILIAN (SCIENTIST)

You pursue scientific truth or technological progress, seeking to become your generation's Zephram Cochrane or Richard Daystrom. You probably specialize in a single field of scientific study or technical expertise, or a small number of related fields. You may end up working with Starfleet or a military, but this is more because they are interested in your work.

EXAMPLE CHARACTERS: *Leah Brahms* (The Next Generation)*, Ruon Tarka* (Discovery)

- **TRAIT:** The character gains the trait **Scientist** or **Engineer**. Adjust this to reflect the specifics of the character's profession, such as **Cyberneticist** or **Transporter Expert**.
- **VALUE:** You gain a single value, which should reflect the character's beliefs developed during their studies, or which led them to pursue science or engineering in the first place. Examples include:
  - I have devoted my career to this research
  - Science allows us to seek truth and understanding
  - With the right tools, we can solve any problem
- **ATTRIBUTES:** You gain three points, which may be divided among two or three attributes freely (either one gets 2 and the other gets 1, or all three get 1). At least one of the attributes you increase must be Reason, as nobody gets far in science or engineering without a keen intellect.
- **DEPARTMENTS:** You increase your Science of Engineering by 2, and two other departments by 1. In addition, you may reduce one of your other departments by 1 and add that point to any department not already increased.
- **FOCUSES:** You select three focuses. Examples include:
  - Astrophysics, Botany, Cybernetics, Exo-Tectonics, Genetics, Quantum Mechanics, Subspace Mechanics, Temporal Mechanics, Transporters and Replicators, Warp Field Dynamics
- **TALENT:** The character gains a single talent.

.:CIVILIAN (OFFICIAL)

You are a civil servant, operating within the structure of a civilization to ensure that if continues to function smoothly and to the benefit of its people. Your role may be narrowly focused upon a specific area of government, or you may be responsible for overseeing large departments or ministries, your decisions impacting millions or even billions of lives. Either way, your role is important, and you take pride in the necessary work you carry out.

Such officials may have duties that require travel aboard a starship, or being stationed on a starbase. Starbases often have a large civilian population, necessitating a civilian administration parallel with a Starfleet or military command.

> ***EXAMPLE CHARACTERS:*** *Nathan Samuels* (Enterprise)*, Shakaar Edon* (Deep Space Nine)

- **TRAIT:** The character gains a trait which reflects their title or role, such as **Administrator**. This should be adjusted to fit the specific title the character possesses.
- **VALUE:** You gain a single value, which should reflect the character's beliefs developed during their studies, or which led them to enter public service in the first place. Examples include:
  - Keeping the wheels of civilization turning is vital
  - My decisions can affect a great many people; I must choose carefully
  - The law should serve the needs of the people
- **ATTRIBUTES:** You gain three points, which may be divided among two or three attributes freely (either one gets 2 and the other gets 1, or all three get 1). At least one of the attributes you increase must be Insight or Presence, as good instincts and a strong personality are valuable for getting into office.
- **DEPARTMENTS:** You increase your Command by 2, and two other departments by 1. In addition, you may reduce one of your other departments by 1 and add that point to any department not already increased.
- **FOCUSES:** You select three focuses. Examples include:
  - Bureaucracy, Diplomacy, Politics, Linguistics, History, Philosophy, or something related to your role in public service
- **TALENT:** The character gains a single talent.

.:CIVILIAN (TRADER)

You exchange money for goods or services. Within the Federation, the actual transactions are a trivial matter, but other civilizations still make more overt use of money, with gold-pressed latinum serving as a common economic standard, easily exchanged for the Cardassian *lek*, Bajoran *lita*, or Klingon *darsek*. You're a part of that galactic economy, providing a service or trading in valuable goods (or both) in exchange for latinum, currency, or other goods or services in turn.

Starbases and space stations are a good place to find civilian traders, as they're hubs of activity that see lots of traffic. Starships—particularly exploratory vessels—may take a trader aboard as a guide or local expert when venturing through unfamiliar regions of space.

> ***EXAMPLE CHARACTERS:*** *Quark* (Deep Space Nine)*, Cleveland "Book" Booker* (Discovery)

- **TRAIT:** The character gains the trait **Merchant**. This can be adjusted further to reflect the character's specific profession, such as **Bartender** or **Free Trader.**
- **VALUE:** You gain a single value, which should reflect the character's beliefs developed during their career, or which led them to become a merchant in the first place. Examples include:
  - Today's strangers are tomorrow's customers
  - When all your needs are met, it's the experience that matters
  - You wouldn't begrudge me a little profit in this venture?
- **ATTRIBUTES:** You gain three points, which may be divided among two or three attributes freely (either one gets 2 and the other gets 1, or all three get 1). At least one of the attributes you increase must be Insight or Presence, as a successful trader is often a "people person."
- **DEPARTMENTS:** You increase your Command by 2, and two other departments by 1. In addition, you may reduce one of your other departments by 1 and add that point to any department not already increased.
- **FOCUSES:** You select three focuses. Examples include:
  - Art, Cooking, Psychology, Economics, Logistics, Persuasion, Tailoring, Disruptors
- **TALENT:** The character gains a single talent.

STEP FIVE: EXPERIENCE

AT THIS STAGE, THE PLAYER MUST DECIDE IF THEIR character is a novice officer, an experienced officer, or a veteran with decades of experience?

This stage grants the character a value and a talent. This stage should always be chosen rather than rolled—if you're creating your character randomly, default to the Veteran option.

.: NOVICE

You're defined by your potential more than your experience. Your raw talent and expectations of what the universe is like have not yet been tempered by reality.

- **VALUE:** The character receives a value, which must reflect the character's inexperience and naïveté in some way. Examples include:
  - I can't wait to see what's out there
  - The Galaxy isn't what I expected
  - I must prove myself
- **TALENT:** The character receives a single talent: **Untapped Potential**, described below.

UNTAPPED POTENTIAL

REQUIREMENT: Novice (only available during character creation)

Select one of your attributes when you receive this talent. You're inexperienced, but talented and with a bright future. You may not have or increase any attribute to above 11, or any department to above 4 while you have this talent (and may have to adjust attributes and departments accordingly at the end of character creation).

Whenever you succeed at a task for which you bought one or more additional dice (by any means), roll a d20 after the roll. If you roll equal to or less than the chosen attribute, gain 1 bonus Momentum; if you roll higher, add 1 Threat instead. While you possess this talent, you cannot gain any higher rank than Lieutenant (junior grade), or a higher enlisted rate than Petty Officer.

▷ AGE

With the Federation's medical science, people can live long, healthy, productive lives. The average life expectancy of a Human being is around 120 years, while some more robust species—such as Vulcans and Denobulans—can live far longer than that. With that increased lifespan and better health comes many years of vitality, allowing people to fulfil their ambitions and better themselves for many decades.

A character can be of any age in ***Star Trek Adventures***, though this should be guided by the choice made in **Step Five: Experience**. A Novice is likely to be in their early 20s: old enough to have completed Starfleet Academy, but not old enough to have done much else. Most Experienced Officers working up the ranks are in their late 20s, or their 30s or 40s. A Veteran Officer should be in their 50s or 60s, or even older, remembering that people stay fit and healthy for a long time in the Federation. These numbers can be adjusted for species that live a particularly long time: a middle-aged Vulcan may be a century old, and as fit as a Human half their age.

.: EXPERIENCED

You have many years of experience in your chosen field, and you're enjoying a promising career. This is the default assumption for characters created using these rules.

- **VALUE:** The character receives a value, which may be chosen freely.
- **TALENT:** The character receives a single talent, which may be chosen freely.

.: VETERAN

You have decades of experience in your chosen profession, and you've likely seen much of the Alpha and Beta Quadrants, if not more of the Galaxy. Your judgement and opinions are highly regarded by those around you, even those who hold higher rank or status.

- **VALUE:** The character receives a value, which must reflect the character's years of experience and the beliefs they've formed over their long career. Examples include:
  - There's not much that can surprise me anymore
  - You don't survive this long without facing loss
  - I've trusted my instincts long enough to doubt them now
- **TALENT:** The character receives a single talent: **Veteran**, described below.

VETERAN

REQUIREMENT: Veteran (during character creation, or at gamemaster's discretion)

You're wise and experienced, and draw upon inner reserves of willpower and determination in a measured and considered way. Whenever you spend Determination, roll a d20. If you roll equal to or less than your Control rating, you immediately regain that point of Determination. If you are Starfleet or military, you hold a rank of at least lieutenant commander, or an enlisted rate of at least chief petty officer.

STEP SIX: CAREER EVENTS

THE CHARACTER'S CAREER IS A TAPESTRY OF EXPEriences, but among this, a few were pivotal moments in the character's life. A character defines which moments are important in retrospect, and what seemed definitive to someone in their early life may be inconsequential decades later.

This is handled as two identical steps—roll or choose a Career Event, gain whatever benefits it provides, and then repeat the process, giving the character two definitive Career Events.

Each Career Event increases one attribute and one department by one point each, and gives the

.: RANDOM CAREER EVENT

D20	CAREER EVENT	D20	CAREER EVENT
1	Betrayed Ideals for a Superior	11	Learned Unique Language
2	Breakthrough or Invention	12	Mentored
3	Called Out a Superior	13	Negotiated a Treaty
4	Conflict with a Hostile Culture	14	New Battle Strategy
5	Dealt with a Plague	15	Required to Take Command
6	Death of a Friend	16	Serious Injury
7	Discovered an Artifact	17	Ship Destroyed
8	Encountered a Truly Alien Being	18	Solved an Engineering Crisis
9	First Contact	19	Special Commendation
10	Lauded by Another Culture	20	Transporter Accident

character one additional focus. Which attribute and which department are improved—and guidelines and suggestions for focuses—is listed in the entries for each Career Event. Each Career Event also includes a few questions to consider about how the event happened and how it affected the character.

Many Career Events also grant the character the option of a trait, to reflect some major lasting impact on the character's life. These are not compulsory.

The player may wish to combine multiple Career Events into a single event in the character's backstory or have them as distinct moments in their history. Players may also choose to roll more than twice for Career Events; in this case, the character can mix and match the benefits each Career Event provides, so long as they do not gain more than a total of two attribute increases, two department increases, and two focuses for this step.

Younger characters may assume that one or both of their Career Events occurred during their training—such as cadets gaining field experience aboard a ship during their third or fourth year.

.:BETRAYED IDEALS FOR A SUPERIOR

The character was placed in a situation where they had to choose between a trusted superior and their own ideals, and they chose to follow the superior.

- **ATTRIBUTE:** +1 Presence
- **DEPARTMENT:** + 1 Command
- **FOCUS SUGGESTIONS:** Persuasion, Inspiration, Investigation

.:BREAKTHROUGH OR INVENTION

The character made an important technological discovery, devised a new way of using a particular technology, or invented some new technology that will be invaluable in the future.

- **ATTRIBUTE:** +1 Any
- **DEPARTMENT:** + 1 Engineering
- **FOCUS SUGGESTIONS:** Experimental Technology, Invention, or Improvisation
- **TRAIT:** The character may gain trait **Inventor of X**, where X is the name of the technology invented.

.:CALLED OUT A SUPERIOR

The character was placed in a situation where they had to choose between a trusted superior and their own ideals, and they chose to follow their ideals.

- **ATTRIBUTE:** +1 Reason
- **DEPARTMENT:** + 1 Conn
- **FOCUS SUGGESTIONS:** Uniform Code of Justice, History, Starfleet Protocol

.:CONFLICT WITH A HOSTILE CULTURE

The character was involved in a battle with a hostile force.

- **ATTRIBUTE:** +1 Fitness
- **DEPARTMENT:** +1 Security
- **FOCUS SUGGESTIONS:** Hand Phasers, Hand-to-Hand Combat, Tactical Systems

.:DEALT WITH A PLAGUE

The character's ship was assigned to provide aid to a world dealing with an epidemic.

- **ATTRIBUTE:** +1 Insight
- **DEPARTMENT:** + 1 Medicine
- **FOCUS SUGGESTIONS:** Infectious Diseases, Emergency Medicine, Triage

.:DEATH OF A FRIEND

One of the character's friends was killed in action.

- **ATTRIBUTE:** +1 Insight
- **DEPARTMENT:** + 1 Medicine
- **FOCUS SUGGESTIONS:** Counseling, but it may also represent a skill or pursuit the character takes up in their fallen friend's memory

.:DISCOVERED AN ARTIFACT

The character discovered a device or fragment of technology from a now-extinct civilization.

- **ATTRIBUTE:** +1 Reason
- **DEPARTMENT:** + 1 Engineering
- **FOCUS SUGGESTIONS:** Ancient Technology, Computers, Reverse Engineering

.:ENCOUNTERED A TRULY ALIEN BEING

The character encountered a life-form which is truly alien, something barely within the comprehension of humanoid life. It might have been some godlike entity, or a creature that swims through space, but whatever it was, it was not life as we know it.

- **ATTRIBUTE:** +1 Reason
- **DEPARTMENT:** + 1 Science
- **FOCUS SUGGESTIONS:** Empathy, Philosophy, Xenobiology

.:FIRST CONTACT

The character was involved in one of the most important of Starfleet's missions: first contact with another culture.

- **ATTRIBUTE:** +1 Presence
- **DEPARTMENT:** + 1 Any
- **FOCUS SUGGESTIONS:** Cultural Studies, Diplomacy, Infiltration

.:LAUDED BY ANOTHER CULTURE

The character was involved in a mission that earned the official praise of a non-Federation culture; they are now considered to be a friend to those people.

- **ATTRIBUTE:** +1 Presence
- **DEPARTMENT:** + 1 Science
- **FOCUS SUGGESTIONS:** A focus of *X Culture*, replacing the X with the name of that culture or any that represent skills or techniques specific to that culture.
- **TRAIT:** A good example might be **Friend to the X,** replacing the X with the name of the culture. This reflects the character's renown among that culture, and the benefits and problems such status brings.

.:LEARNED UNIQUE LANGUAGE

The character encounters a species with an unusual form of communication and learns to communicate with them.

- **ATTRIBUTE:** +1 Insight
- **DEPARTMENT:** + 1 Science
- **FOCUS SUGGESTIONS:** Linguistics, Cultural Studies, Negotiations

.:MENTORED

A highly-respected officer took notice of the character's career. For a time, the character served as the officer's pilot and aide, gaining the benefit of the officer's experiences and lessons.

- **ATTRIBUTE:** +1 Any
- **DEPARTMENT:** + 1 Conn
- **FOCUS SUGGESTIONS:** Composure or Etiquette, any focus reflecting the officer's specialties

.:NEGOTIATED A TREATY

The character was part of a delegation that helped negotiate a treaty, agreement, or alliance with a culture outside the Federation.

- **ATTRIBUTE:** +1 Control
- **DEPARTMENT:** + 1 Command
- **FOCUS SUGGESTIONS:** Diplomacy, Negotiation, Galactic Politics

.:NEW BATTLE STRATEGY

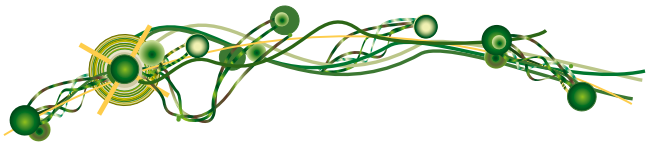
In combat with a hostile force, the character devised a new strategy or tactic.

- **ATTRIBUTE:** +1 Daring
- **DEPARTMENT:** + 1 Security
- **FOCUS SUGGESTIONS:** Combat Tactics or Hazard Awareness

.:REQUIRED TO TAKE COMMAND

During a mission, a crisis left the mission's leader unable to lead. This required the character to take command, something they may not have been prepared for.

- **ATTRIBUTE:** +1 Daring
- **DEPARTMENT:** + 1 Command
- **FOCUS SUGGESTIONS:** Inspiration or Composure



.:SERIOUS INJURY

The character was seriously hurt and needed to spend a considerable amount of time recovering.

- **ATTRIBUTE:** +1 Fitness
- **DEPARTMENT:** + 1 Medicine
- **FOCUS SUGGESTIONS:** The focus should reflect the circumstances of the character's injury, something that helped them through recovery, or something they took up after recovering.
- **TRAIT:** The character may gain a trait, which should reflect some lasting effect of the character's injury or the way they recovered. Examples: **Prosthetic Implant** or some form of disability.

.:SHIP DESTROYED

The ship the character was serving on was destroyed during a mission, and the character was one of the few who survived.

- **ATTRIBUTE:** +1 Daring
- **DEPARTMENT:** + 1 Security
- **FOCUS SUGGESTIONS:** Extra Vehicular Operations, Small Craft, Survival

.:SOLVED AN ENGINEERING CRISIS

The character was instrumental in ending a crisis caused by malfunctioning technology and saved many lives in the process.

- **ATTRIBUTE:** +1 Control
- **DEPARTMENT:** + 1 Engineering
- **FOCUS SUGGESTIONS:** Electro-Plasma Power Systems, Fusion Reactors, Warp Engines

.:SPECIAL COMMENDATION

During a crisis, the character saved the lives of several colleagues, helping them to safety. This earned the character a special commendation.

- **ATTRIBUTE:** +1 Fitness
- **DEPARTMENT:** + 1 Any
- **FOCUS SUGGESTIONS:** Athletics, Survival, Emergency Medicine

.:TRANSPORTER ACCIDENT

The character suffered some manner of strange accident while using a transporter.

- **ATTRIBUTE:** +1 Control
- **DEPARTMENT:** + 1 Conn
- **FOCUS SUGGESTIONS:** Transporters & Replicators, Small Craft, Quantum Mechanics

STEP SEVEN: FINISHING TOUCHES

AT THIS STAGE, THE CHARACTER IS ALMOST COMplete, and needs a few final elements and adjustments. This serves as a last chance to customize the character before play and cannot not be completed randomly.

.: VALUE

The character receives one final value. This might reflect the Career Events from Step Six, or it may represent some other element of the character. It may be a relationship, connecting the character to another character in the crew, or to another organization or culture in some way. If you have other values you haven't chosen from earlier steps, you should also choose them here.

.: ATTRIBUTES

A character may not have any attributes above 12, and may not have more than one attribute at 12 (if the character has the **Untapped Potential** talent, from Step Five, they may not have any attributes above 11 instead). For any attribute with a rating above those limits, reduce it until it is within the limit. For each point reduced on an attribute, increase another attribute by 1, though the limits noted above must still be obeyed.

Once this has been completed, the character may then increase two attributes by 1 each; again, the normal limits apply.

.: DEPARTMENTS

A character may not have any department ratings above 5, and they may not have more than one department at 5 (if the character has the **Untapped Potential** talent, from Step Five, they may not have any departments above 4 instead). For any department which has a rating above and those limits, reduce it until it is within the limit. For each point reduced on a department, increase another department by 1, though the limits noted above must still be obeyed.

Once this has been done, the character may then increase two departments by 1 each; again, the normal limits apply.

.: FOCUSES

A character should have six focuses, plus any additional ones granted by species or talents, prior to this stage.

.: TALENTS

You should have chosen three talents by this stage. Any talents which you're permitted to take, but which you haven't selected yet, choose them now.

In addition, you may now select one extra talent, bringing you to a total of four.

.: FINAL DETAILS

Finally, there are a few other things that need to be determined:

- **FINAL CHECK:** The character's attributes, added together, should add up to **56**. The character's departments added together should add up to **16**. The character should have a species ability, four values, four talents, and six focuses.
- **PERSONAL DETAILS:** Choose the character's name and age (discussed in the sidebar on page 127) and decide on a rough description of the character's personality and appearance, if this hasn't been done already.
- **PASTIME:** You may select a **pastime** (see sidebar opposite), which represents a hobby or passion the character enjoys when not on duty. This should only be useful occasionally, but it can be a fun roleplaying prompt.
- **ROLE:** This should be done with the rest of the group and is described in more detail on page 135. Your role grants you a **Role Benefit**. If the character is Starfleet or military, you'll also have your rank determined here.
- **EQUIPMENT:** The character receives a communicator and additional equipment described on page 141.

Once these final details have been resolved, the character is complete!

.: PERSONAL DETAILS

This step is about turning the choices and numbers of the lifepath into a person, whose story can be explored as the game progresses.

NAME

Every character needs a name. This can be anything, though it's probably best to avoid anything that would

▷ PASTIMES

At the end of character creation, you may select a pastime which represents a hobby or passion, something reflecting what the character enjoys doing in their spare time, or which the character is interested in but which isn't really related to their day-to-day activities or their duties.

These pastimes are unlikely to be used during ordinary gameplay—it's rare for an adventure to hinge upon a character being an expert kadis-kot player, or a fan of 20th century Earth literature—but they can help flesh out a character and their personality and give a sense of what they do when off-duty.

If they do become relevant to a task being attempted, the gamemaster is encouraged to reward this unusual occurrence by letting the player use the pastime as a focus, connected to whichever department seems appropriate: the actual choice matters less than allowing the character to use the pastime on something they're passionate about.

Characters may gain or change pastimes as the players sees fit; even in the enlightened future displayed in *Star Trek*, people pursue hobbies and then often let them go in favor of other interests over time. There is almost no limit to the variety of things which could be counted as pastimes. Suggestions include:

- **Creative pastimes** involve practicing or studying some form of artistic expression. A character might enjoy painting, sculpture, writing fiction, photography or holography, or they may have a fondness for the works of a specific era or culture (or both), such as Vulcan poetry, Andorian expressionist painters, or Cardassian enigma tales, and may collect examples of those works to admire.
- **Crafts** are like creative pastimes but tend to involve making things which have a practical use. Even in an age of replicators, characters often enjoy the practical act of making something. Cooking is an example of this, but carpentry, fashion design, holo-programming, or similar are all options. Many an engineer or pilot has grown up building model spaceships or tinkering with computers and other machines.
- **Knowledge** is often the simple joy of discovering things and expanding one's understanding of the universe. Many characters may have a love of learning and spend their spare time reading up on history or a specific field of scientific inquiry. This can often overlap with a character's more job-related focuses, and something a character enjoyed doing during their formative years may lead them into a career pursuing these hobbies. Still, many characters have an interest in learning about topics unrelated to their duties.
- **Performance pastimes** are similar to creative ones, but often involve an audience as well. A character may play a musical instrument such as a trombone, clarinet, or Vulcan lute, or they might sing, practice some form of dance, or they may be a fan of theater, whether writing, directing, or acting. Similarly, a character might find enjoyment in specific genres of performance art from various cultures and eras, such as the plays of Shakespeare, Klingon opera, or Andorian blues, and enjoy recordings of classic performances rather than performing themselves.
- **Self-improvement** covers a character's desire to better themselves and to test their own physical and mental limits. This can cover things like meditation, but also physical fitness, whether in general terms, or in more specific activities such as swimming, distance running, climbing, and skydiving. It can also cover activities such as horseback riding, wilderness survival, and camping.
- **Sports** and **games** are common pastimes in many cultures, and a character may spend much of their spare time playing and mastering them. This can include strategic board games, like chess (2D or 3D), kadis-kot, the Vulcan game *kal-toh*, or games of chance and skill like poker, dabo, the Ferengi game tongo, *chula*, or the Klingon game *t'Sang.* It can also include physical sports such as baseball, water polo, or ice hockey, all originating from Earth though finding popularity elsewhere. This can also include competitive martial arts, but characters who practice a martial art as a sport are also likely to be able to use it in a real fight (and would likely have it as a focus).

▷ STYLES, FORMS OF ADDRESS, AND PRONOUNS

When coming up with the personal details of your character, it's often useful to spend a little time thinking about how they are likely to be addressed by others.

At the most basic form, this might just entail choosing the character's pronouns; this might be an obvious choice for some, with masculine characters going by he/him, and feminine ones going by she/her, but some people don't feel as if they fit neatly into either of those categories and may choose they/them or other pronouns, especially as not all species conform to the same gender norms. Andorians expectations and expressions of sex and gender don't necessarily match those of Humans, for example, while joined Trill frequently have a more fluid experience of both sex and gender than most other species.

Forms of address are also often affected by a character's profession, especially if they're a Starfleet or military officer. This is likely to include titles like doctor, or the character's rank or rate.

Within Starfleet, it is a common tradition—adopted from old Earth naval traditions—to address subordinate officers as "Mister," and to refer to their superiors as "Sir." How closely these traditions are observed—if at all—depends on the culture of the individual ship; different captains have different preferences.

It is tradition to refer to the commanding officer of a ship as "Captain", regardless of their actual rank. Similarly, executive officers are often addressed as "Number One" by their commanding officers. Additionally, ranks and rates may be shortened in common use: lieutenant commander is often shortened to commander, lieutenant (junior grade) is often shortened to lieutenant, and chief petty officers (and above) are often simply addressed as chief. Any Starfleet or military officer who is also a medical doctor will customarily be addressed as doctor in place of their rank.

break the mood of the game. A character's name reflects their culture—different species and cultures have different conventions for how they give names, and many cultures ascribe traditional meanings to names, or require that a name take a certain form. For alien characters, the name may fit their species—and some guidance for that is provided here—while for Human characters, their name should be reflective of their culture and upbringing. In any case, it's better to give a character an original name, rather than adopt one from another source, as it's likely to be less distracting to the other players.

As cultures intermingle and influence one another, approaches to naming evolve, and characters may have several names for different purposes, or different versions of their name.

The species entries (beginning on page 100) provide a rough overview of each species' naming conventions, sample names, as well as examples of complete names where the species has unusual naming conventions.

PERSONALITY

Once the players have an idea of what their characters are like, and have thought about what experiences and career choices have shaped their life to date, consider what sort of personality the character has. Are they grumpy, by-the-book? Adventuresome? Wise? Thoughtful? Tired of routine? Calm? Even choosing a few adjectives like this can help lock down the personality of a character. It doesn't mean they're always like this—the crewmembers should be three-dimensional, complex characters that make the game more exciting. Characters can evolve and change over time, but it's good to have an idea of how the character will behave from the start.

A character's values are a good basis for a character's personality, and vice versa. If a player has had difficulty devising any of their character's values during character creation, this is a good opportunity to consider them.

APPEARANCE

What does the character look like? A character's species will give you some idea of what features they will have, but the finer points such as their build, height, or any distinguishing features will give the players something to picture when thinking of their characters. Are they distinctive or average-looking? Do they have any habits, or behavior quirks? It's often useful to give characters some sort of visual description.

Given *Star Trek's* history on television and in movies, it may even be useful for players to think of an actor or actress who they could imagine portraying that character. This can help both with the character's appearance, and with other details like their voice and mannerisms, which can all provide inspiration for a player.

RELATIONSHIPS

While a character's values may define some of their relationships, life aboard a starship on a continuing mission of exploration places many people in a confined space for long periods of time. Consider the character's family relationships: where are the rest of their family? Do they have a spouse or partner (or multiples) aboard the ship? Is the character in contact with the rest of their family regularly, and how did they respond to the character being assigned to a mission in deep space?

What about the people around the character? How do the main characters get on with one another? How does the character regard the rest of the crew, and how are they regarded by them? Is the character close friends with anyone else on board, relaxing with them when off-duty? Does the character have any enemies or rivals?

A character may have relationships to organizations, institutions, or even cultures as well. How does the character regard Starfleet? How do they relate to their own culture? Do they have positive or negative experiences with a foreign culture or institution?

These details can make the interaction between the characters more interesting and add more depth to the character. Like a character's personality, a character's relationships can—and should—evolve over time, and some relationships may become so strong (whether friendly or adversarial) that they can become values for the character.

CHARACTER ROLE

A CHARACTER'S PLACE WITHIN THE CREW OF THEIR ship (or station, or planetary outpost, or wherever you're setting the game), represented as a **character role**, is an important consideration, but it's a choice that should be left to the end of the character creation process if this method is used.

Main characters are usually the most important people on their ship or station—the group of personnel who make important decisions, such as the senior staff of a Starfleet vessel, who aid the captain as department heads, subject matter experts, and trusted advisors.

Main characters may fill any of the following roles. Not every post will have every role, and not every role must be filled by a main character. The senior staff members are chosen at the discretion of the commanding officer, so if there are roles not represented in the group, they may be filled by supporting characters, by NPCs, or left vacant. Some roles are specific to certain departments, which are noted with each entry.

Each role comes with a distinct benefit in-game—a **role benefit**—as well as defining what the character's job is.

▷ DIFFERENT STYLES OF GAME

If the game being run is not focused on the senior staff of a starship, then choosing certain roles may not make sense. The gamemaster may choose to skip this part entirely or devise alternative roles more suited to the style of game being run.

.: SERVICE ROLES

The following roles are found within Starfleet in all eras of play, unless otherwise noted. Non-Starfleet characters in similar organizations (e.g., the Klingon Defense Force or Romulan Imperial Navy) may select from this list of roles as well, gaining the same benefit.

COMMANDING OFFICER

Even if the commanding officer does not hold the rank of captain, they are usually referred to as captain by their subordinates aboard a starship. Aboard stations, commanding officers are referred to by their rank. Commanding officers are responsible for the ship or facility under their command as well as executing the orders and directives from their leadership.

- **ROLE BENEFIT:** You may spend Determination to grant any other character you can communicate with 1 Determination; this does not have to be linked to using or challenging a value.

EXECUTIVE OFFICER

Second-in-command. The executive officer is the captain's chief advisor and takes command in situations where the captain is unable to. If a ship does not have a dedicated executive officer, an officer in another role should be noted as second-in-command, but they will not gain the benefits of this role.

- **ROLE BENEFIT:** When an allied character in communication with you spends Determination, you may spend 3 Momentum (Immediate) to enable that character to regain the spent point of Determination.

OPERATIONS MANAGER

The operations manager manages and oversees all technical operations aboard or involving the ship, normally from the operations station on the bridge, or in conjunction with the chief engineer (on smaller ships, one officer may fill both roles). This often entails taking on the duties of a science officer if there is no dedicated science officer among the senior staff.

- **ROLE BENEFIT:** Whenever you create a trait representing a piece of equipment, or an alteration made to existing equipment, any character who benefits from that trait while you are present in the scene may re-roll a d20.

CHIEF ENGINEER

The chief engineer is responsible for ensuring the ship remains operational and functional, and commands the engineering department aboard the ship.

- **ROLE BENEFIT:** You reduce the opportunity cost of engineering teams by 1, to a minimum of 0. Further, when you attempt a task to perform repairs to a starship or attempt to push the ship's capabilities beyond its normal limits, you may spend 1 Momentum (Immediate) to re-roll a d20.

CHIEF OF SECURITY

The chief of security oversees the ship's security department and is responsible for ensuring the safety of the ship and crew during missions, for the investigation of disciplinary and criminal matters, and for overseeing the protection of important persons aboard the ship.

- **ROLE BENEFIT:** You reduce the opportunity cost of weapons and security teams by 1, to a minimum of 0. Further, when you succeed at an *Attack* against an enemy during personal combat, you may spend 1 Momentum to increase the Difficulty of that enemy's next *Attack* by 1.

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CHIEF TACTICAL OFFICER

A presence on 22nd and 23rd century Starfleet ships, and common in other organizations, this role is also known as an armory officer or weapons officer. The officer is responsible for the upkeep and use of the ship's armaments and is typically an expert in ship-to-ship combat.

- **ROLE BENEFIT:** When you succeed at an *Attack* with the ship's weapons, you may increase the damage rating of that weapon system by spending 1 Momentum rather than 2.

FLIGHT CONTROLLER

Also known as a helmsman on 22nd and 23rd century Starfleet vessels. Not a typical senior staff role, though some captains, particularly those operating in uncharted space, choose the most senior helmsman or flight control officer to serve on the senior staff.

- **ROLE BENEFIT:** When you attempt an engineering task related to flight or propulsion, you may use your Conn rating instead of Engineering. When you succeed at a Conn task to pilot a starship, you generate 1 bonus Momentum to be used on that task (bonus Momentum may not be saved).

NAVIGATOR

On vessels exploring the uncharted frontiers of space, a skilled navigator, astrometrics officer, or stellar cartographer plots courses, studies and updates astrometrics charts and data, and supports the helmsman or flight controller. Navigators are rarely called to serve on the senior staff.

- **ROLE BENEFIT:** When you attempt a science task related to astrophysics or stellar navigation, you may use your Conn rating instead of Science. When you attempt or *Assist* a task to maneuver a starship through difficult or dangerous terrain, you may spend 1 Momentum to ignore a complication suffered (Repeatable).

SCIENCE OFFICER

The science officer (sometimes referred to as the chief science officer) is responsible for advising the commanding officer on all scientific matters, providing hypotheses concerning the unknown. The science officer is also responsible for all science personnel on the ship or station.

- **ROLE BENEFIT:** When you succeed at a task assisted by the ship's Sensors or Computers, or a task using a tricorder or other sensing device, you may ask one additional question as if you had spent Momentum on *Obtain Information*.

CHIEF MEDICAL OFFICER

The chief medical officer is responsible for the health and well-being of the crew and other people aboard the ship and leads the ship's medical department. A chief medical officer can order, and countermand the orders of, senior officers where matters of that officer's health are concerned. In extreme situations, the chief medical officer can declare an officer unfit and remove them from active duty (including the commanding officer).

A ship may have *either* a chief medical officer or a ship's doctor.

- **ROLE BENEFIT:** You reduce the opportunity cost of medical equipment and medical teams by 1, to a minimum of 0. Further, when you attempt a task using your Medicine rating, and you have assistance, you generate 1 bonus Momentum (bonus Momentum may not be saved).

SHIP'S DOCTOR

You care for the crew of your ship, or the station you serve on (in which case, rename the role to Station's Doctor), but unlike a chief medical officer, you do not have an extensive medical department to manage or to aid you. This is common in smaller crews which do not require a large sickbay or infirmary and tends to mean these smaller postings favor generalists who can adapt to a variety of circumstances.

A ship may have *either* a chief medical officer or a ship's doctor.

- **ROLE BENEFIT:** You have two additional focuses, which must relate to medicine fields of study. However, your ship cannot use Crew Support to introduce supporting characters who are medical personnel.

SHIP'S (OR STATION'S) COUNSELOR

On larger ships and starbases, it's common (especially in the 24th century and beyond) to have personnel dedicated to the mental well-being of the crew. Some captains regard them as valuable advisors, as their training covers both culture and psychology, making them exceptionally good at reading the moods and intentions of others.

- **ROLE BENEFIT:** When you *Assist* a character suffering from a trait representing a negative emotional state, you may re-roll your assist die. Additionally, once per mission, you may spend a scene counseling a character who has challenged one of their values during the current mission. At the end of the scene, the character may rewrite their crossed-out value immediately, rather than waiting until the end of the mission. If they do this, they immediately gain 1 Determination as well.

COMMUNICATIONS OFFICER

More common in the earlier days of Starfleet, dedicated communications officers are typically skilled in linguistics and cryptography, and aided with advanced translation and decryption technologies, and are valuable during encounters with new cultures, hostile or otherwise.

- **ROLE BENEFIT:** When you attempt a task assisted by the ship's Computers or Communications systems, do not roll the ship's assist die: instead, count the ship's die as if it had rolled a 1.

.:OTHER ROLES

Not all characters serve in Starfleet or in other civilization's space exploration organizations. Review the list of additional roles below and select one as desired.

BODYGUARD

You specialize in personal security, protecting an individual, whether a paying client, or someone you were assigned to. Militaries tend not to employ specific bodyguards in this sense, but they may have specialists trained in protecting important personnel—ambassadors, admirals, political figures, and similar—as needed.

- **ROLE BENEFIT:** Choose a single character—another player character or an NPC—who you are assigned to protect. When you are in the same zone as that character, you may spend 1 Momentum (Immediate) when that character is attacked to have the *Attack* target you instead. If you do this, the attack's Difficulty is increased by 1.

EXPERT

You are an expert in a particular field, working alongside the crew to consult upon a matter related to your expertise. You are highly specialized and extremely capable in your chosen field, but this may lead you to ignore or overlook things that fall outside your knowledge or result in an obsession that causes you to prioritize your work over other concerns.

- **ROLE BENEFIT:** You gain one additional value, which must reflect the importance of your work to you. In addition, select one of your focuses—this is the field you are an expert in. When you use this focus on a task and succeed, you generate 1 bonus Momentum (bonus Momentum may not be saved).

INTELLIGENCE AGENT

You are not a traditional part of the fleet. Instead, you are an operative of the intelligence services of your civilization. You are charged with gathering information from places and people that don't want their information gathered, and you achieve this through a combination of your own skills and the network of informants and contacts you have cultivated.

- **ROLE BENEFIT:** Once per adventure, you may create a trait without requiring a task or spending any Momentum, Threat, or Determination. This trait must reflect information, physical resources, or access to a location (such as access codes or identification data) provided to you by a contact or by your agency.

MERCHANT

You're a merchant or trader, exchanging valuable goods for latinum or other goods. Even in the Federation, merchants are necessary for ensuring resources can easily move from place to place. The Federation and its members maintain reserves of latinum and other precious commodities to allow them to trade with other civilizations. In a practical sense, merchants are well-connected and often have access to unusual items or specialized resources not usually available.

- **ROLE BENEFIT:** Once per adventure, you can ignore the opportunity costs on up to three items of equipment being acquired by other player characters. You may even allow other player characters to obtain items not normally available to them (such as disruptors to a Starfleet crew, or items which are restricted or illegal), though you add 1 Threat for each such item provided.

POLITICAL LIAISON

You serve as a representative of a government, representing their needs and interests during the operations of the crew, and providing the crew with a means of communicating with that government in turn. This is often the case where multiple groups are required to coexist, such as a Starfleet facility operating close to an allied non-Federation world, or as part of a joint operation between Starfleet and Klingon Defense Force personnel.

- **ROLE BENEFIT:** You represent the official government your organization belongs to—i.e., if you are a member of the Bajoran Militia, you represent the current Bajoran government. You gain an additional Directive, which only applies to you, which reflects the political stance of the government you represent. Your gamemaster will work with you to determine the wording of this Directive. It serves to provide you with a source of complications and potential restrictions when acting against the interests of your government, and benefits when you are acting with the full support of your superiors.

TRANSLATOR

You are an expert in language and communication. While the development of the universal translator has reduced the need for translators during daily life in the 23rd and 24th centuries, there are still situations which call for experts in linguistics. Encounters with new cultures often require support from xenolinguistics experts to smooth over any problems that the universal translator has, particularly if a culture has an unusual style or method of communication. Similarly, archaeological research often requires piecing together extinct languages from evidence in ways that can't easily be automated.

- **ROLE BENEFIT:** When attempting to read, understand, or speak a language unfamiliar to you, you may spend 2 Momentum (Immediate) to piece together a basic understanding of that language immediately, enough to convey simple ideas. This allows social tasks to be attempted in this language, but the complication range of these tasks is increased to 18–20. Deeper study, at the gamemaster's discretion, allows you to remove this penalty and discuss more complex ideas.

MICHELE FRIGO

RANK

STARFLEET CHARACTERS, AND PERSONNEL FROM similar organizations, have a rank within their organization. Once the characters' roles have been determined, military or Starfleet characters should determine their ranks. A character can be of any rank, though there are a few restrictions in specific circumstances. The choice made in **Step Five: Experience** may limit which ranks the character may choose from.

Civilian characters do not need to select a rank, though they may have a title they wish to be referred as, such as Doctor, Professor, Ambassador, or the like.

▷ STARFLEET OFFICERS

- **FLEET ADMIRAL:** The highest flag officer rank
- **ADMIRAL:** Flag officer
- **VICE-ADMIRAL:** Flag officer
- **REAR ADMIRAL:** Flag officer
- **COMMODORE:** Flag officer. Occasionally this rank is referred to as "rear admiral, lower half."
- **FLEET CAPTAIN:** Fleet captain is a rare rank given to the most respected captains. Sometimes this is an honorary title more than an actual rank.
- **CAPTAIN:** Most commanding officers hold this rank; commanding officers who do not are often referred to as captains out of tradition.
- **COMMANDER:** This is the lowest rank a commanding officer may have under normal circumstances.
- **LIEUTENANT COMMANDER:** This rank is the lowest rank that may be taken by an officer with the **Veteran** talent. Commonly referred to as "commander" for brevity.
- **LIEUTENANT:** A mid-level ranked officer.
- **LIEUTENANT (JUNIOR GRADE):** This rank is the highest rank that may be taken by an officer with the Untapped Potential talent.
- **ENSIGN:** This is the lowest rank available to any commissioned officer.
- **CADET:** Starfleet Academy students are referred to as cadets, usually with their year (first-year cadet, third-year cadet, etc.). Upon graduation, cadets are commissioned as ensigns, or rarely, as lieutenants (junior grade).

▷ STARFLEET ENLISTED CREW

Enlisted Starfleet personnel use the following ranks. All enlisted crew are outranked by any commissioned officer (even the newest ensign), but more experienced enlisted personnel have expertise and influence far beyond their actual rank.

- **MASTER CHIEF PETTY OFFICER:** The most senior non-commissioned officer (NCO). Normally addressed as master chief or simply chief.
- **SENIOR CHIEF PETTY OFFICER:** Non-commissioned officer. Normally addressed as chief.
- **CHIEF PETTY OFFICER:** Non-commissioned officer. Normally addressed as chief. This is the lowest rank that may be taken by an enlisted character with the **Veteran** talent.
- **PETTY OFFICER (1ST CLASS, 2ND CLASS, OR 3RD CLASS):** Non-commissioned officer. The highest rank that can be taken by an enlisted character with the **Untapped Potential** talent.
- **CREWMAN (1ST CLASS, 2ND CLASS, OR 3RD CLASS):** Often, personnel of this rank will be addressed by a title according to their duties, such as boatswain (pronounced "bo'sun") specialist, technician, or yeoman.

EQUIPMENT

COMMON ITEMS OF EQUIPMENT ARE READILY AVAILable to most characters; the prevalence of replicators means most routine tools are easily within reach. Starfleet and military personnel, and those representing their government, are well-provisioned, ensuring they have the tools to achieve their jobs.

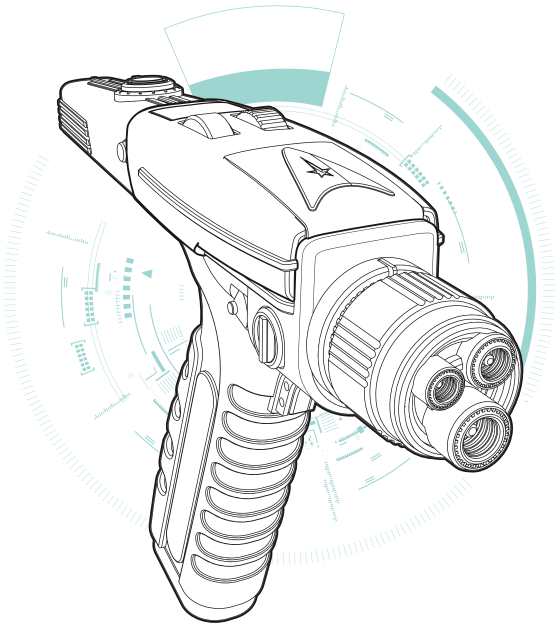
It's assumed a character will probably have an assortment of personal belongings—clothing, mementos of past experiences, art and other decorations, items relevant to pastimes, and so forth—but these are not really a concern within the rules.

All Starfleet and military characters receive their **uniforms**. The precise style of uniform will vary based on the era, and on the preferences of the commanding officer. Individual characters may have alterations or additional elements on their uniforms—such as a devotional earring for Bajorans, or a lab coat for medical personnel—as desired. Characters receive duty uniforms appropriate for their department and their duties, as well as a dress uniform for formal occasions.

Characters also receive a personal subspace **communicator**. This may take different forms depending on the era; hand-held communicators are commonplace in the 22nd and 23rd centuries, while the 24th century saw the introduction of communicator badges, or combadges, worn on the uniform. The 32nd century Starfleet had combadges worn on the uniform as well, with additional functionality as a personal transporter.

All characters have access to **tricorders**. They aren't carried all the time, but tricorders can be found in storage bays across a starship, and are standard issue for away missions, so if a character needs a tricorder, it isn't difficult to obtain one. Characters from the medical division may use a medical tricorder instead.

Beyond that, characters may have common tools on hand for their day-to-day duties. Any character from the engineering division may carry an engineer's toolkit, while characters from the medical division may carry a medkit. Similarly, a character with a trait representing a weakness, flaw, or disability, or whose species cannot easily function in an Earth-standard environment, receives appropriate equipment to allow them to compensate for these difficulties.



STANDARD ISSUE PHASER
(MID 23RD CENTURY)

Finally, Starfleet and military characters receive a sidearm for personal defense. All Starfleet personnel receive a phaser type-1 as standard. All security personnel, and all senior officers (lieutenant commander and higher rank) receive a phaser type-2 as their sidearm instead. Military characters carry a phaser type-2 or disruptor pistol (or a comparable weapon, at the gamemaster's discretion). Civilian characters do not receive a sidearm as standard.

Other equipment is either obtained as required by the mission or as part of a character's personal effects. Weapons and gear are described in more detail in *Chapter 6*, starting on page 241.

In summary, a starting character has the following items:

- Uniforms
- Communicator
- Tricorder
- Sidearm (Starfleet and military characters)
- Tools (by duty or role; not all characters will have these)

.:CHAPTER 4.3

CREATION IN PLAY

"WE LEARN BY DOING."

- ADMIRAL JAMES T. KIRK

RODRIGO GONZALEZ TOLEDO

DOCTOR VORAAL

The creation in play method allows you to partially create your character in a few minutes, while leaving many of the details undefined. Those details are determined during play itself, revealing the character through their choices and actions in the same way a character's capabilities are introduced to an audience watching a television show or movie.

WHILE **CREATION IN PLAY** IS A SIMpler and swifter method of character generation over the lifepath, it requires you to know what you want your character to do before play begins. For this reason, some elements left until last in lifepath creation are determined up front with creation in play.

Creation in play consists of the following steps:

.:CHOOSE THE CHARACTER'S ROLE

First, determine the role you intend the character to fill. This is the same as choosing the character's role at the end of lifepath creation (page 135), only the rest of the character's details have not yet been determined. Instead, the character will be created to fill that role, rather than choosing a role once the character has been completed. This should also define the character's purpose, and which division of Starfleet (if applicable) they are in. You should also note the equipment the character will start with.

After this, select a trait to reflect the character's career, such as **Starfleet Officer** or **Diplomat**.

.:ASSIGN THE CHARACTER'S ATTRIBUTES

Now, assign the character's attributes. You have the following ratings to assign to the character's attributes, in any order: **10, 10, 9, 9, 8, 7**.

CREATION IN PLAY SUMMARY

STEP ONE

Choose the character's **role**.

STEP TWO

Assign the character's **attributes**.

STEP THREE

Choose the character's **species**.

STEP FOUR

Assign the character's primary **departments**.

STEP FIVE

Choose a single **value**.

STEP SIX

Begin play!

.:CHOOSE THE CHARACTER'S SPECIES

Next, select your character's species. Choose from the options found in the lifepath creation rules, starting on page 100. Then, increase the character's attributes as described in the entry for the Species chosen.

Finally, note the trait and Species Ability.

.:ASSIGN THE CHARACTER'S PRIMARY DEPARTMENTS

Next, choose two **departments**. If the character is Starfleet, one of these should match the division the character is part of (i.e., a medical officer chooses Medicine). Otherwise, they can be chosen freely.

Assign ratings to these departments—either a 5 and a 3, or two 4s. Leave the other four department ratings blank at this stage. They will be determined during play.

.:CHOOSE A SINGLE VALUE

Finally, choose a single **value**. This value should reflect the basic concept for the character. The character's other values will be determined during play.

.:BEGIN PLAY!

The character should have their role, their species (including the accompanying trait and Species Ability), a full range of attributes, two of their six departments, and a single value. This is all you need to get started.

The gamemaster should then begin play, devising a mission for a group of partially created characters. This scenario shouldn't be too complex or involved, as it mainly serves as an opportunity to introduce and flesh out the characters. During this mission, each main character should have an opportunity to show off their skills. Each character will have the following elements left undetermined:

- **VALUES:** The character has three values left undefined. When attempting a task, the player may declare that they're defining one of their remaining values. The player chooses a value applicable to the task they're attempting, and immediately gains a point of **Determination**, which may be used with that value right away.
- **DEPARTMENTS:** The character has four departments left undefined. Whenever called upon to attempt a task that would use an undefined department, the player may declare that they're choosing to define that department. The character's remaining departments may be given one of the following ratings: 3, 2, 2, and 1. Each one of those ratings may only be used once. The task is then attempted using that newly defined department.
- **FOCUSES:** The character has all six focuses left undefined (plus any additional focuses granted by species, talents, etc.). Whenever called upon to attempt a task, the player may declare that they're choosing to define one of their focuses. The player chooses a focus applicable to the task being attempted. The task is then attempted using the newly defined focus.
- **TALENTS:** The character has four talents left undefined. At any point during the session, the player may declare they're choosing to define one of their talents; this may even be in the middle of resolving a task. The player chooses one talent, for which the character must meet the requirements (if any). Play then resumes with the character gaining the benefits of that talent. However, the character may not retroactively benefit from having the talent—they cannot change things that happened before the talent was gained.
- **PASTIME:** The character may define one or more pastimes as desired (see page 133 for more information on pastimes).

Once the first adventure concludes, the main characters should be fully developed. If any characters still have elements undefined, the players should feel free to decide upon those elements either after the first adventure, or leave them undefined until subsequent adventures, much as how the characters on the various series become more fully realized over the course of several episodes.

.:CHAPTER 4.4

SUPPORTING CHARACTERS

"UGH, SENIOR OFFICERS ARE OVERRATED. THEY'RE ALWAYS LIKE STRESSED OUT AND JUST YELLING ABOUT DIRECTIVES. IT IS BETTER DOWN HERE WHERE THE REAL ACTION IS."

- ENSIGN BECKETT MARINER

RODRIGO GONZALEZ TOLEDO

DOCTOR VORAAL

*Main characters are rarely present in every moment of a given mission. When your player character is involved in a situation and cannot logically be part of the next scene, you may choose to use a **supporting character**.*

Supporting characters are less detailed than main characters and are not permanently owned by a single player. Instead, supporting characters are created when circumstances require them and are available to the whole group, so that all players can be involved in every scene, even if their main characters cannot.

SUPPORTING CHARACTERS ARE CREated and controlled by the players during a game of ***Star Trek Adventures***. Supporting characters:

- Represent the rest of the crew in play, giving the players subordinates to play.
- Enable players to take on different roles, allowing them to capitalize on a skillset that doesn't exist among the main characters, to play a more active role in an adventure that doesn't focus on their main character, or account for players who are absent.
- Permit the players to split their characters among different activities in different locations without being left out of the game.
- Allow smaller groups of players to bolster their numbers during challenges and extended tasks, such as by ensuring enough bridge stations are manned during a space battle.

USING SUPPORTING CHARACTERS

AT THE START OF A SCENE, A PLAYER may choose which character they are using: their main character or one of the supporting characters currently available, or a supporting character they create on the spot. For the duration of that scene, that player will control the character they have chosen—the character chosen is a **player character**.

The player, and the gamemaster, should keep in mind where the main characters and supporting characters are at different times, and it will typically be the case that a player will choose a character located in the scene being established. However, this means that if the gamemaster ends a scene, and then establishes the next scene in a location occupied by a different set of characters, the players can easily switch to the appropriate characters without having to stop and figure out who is and isn't involved.

If a player has multiple characters in a single scene, the player may not directly control those other characters. Characters not under the direct control of a player cannot perform the full range of actions and tasks available to a character under a player's control. Instead, they can perform the following:

- **MINOR ACTIONS:** An uncontrolled character will perform whatever minor actions or other incidental activities are needed to keep up with the player characters, or to follow the orders of player-controlled characters with authority over them.

PAOLO PUGIONNI

- **MAJOR ACTIONS:** An uncontrolled character cannot attempt any major action that includes a task that has a Difficulty above 0 unless they've been ordered to do so using the *Direct* action. Uncontrolled characters may, however, use the *Assist* task to benefit player characters, though they may only do so once per round in combat.
- **COMBAT:** Uncontrolled characters do not receive a turn during combat; instead, an uncontrolled character's major and minor actions (per the limitations above) are resolved as part of the actions of player characters—the uncontrolled characters follow the orders of their superiors immediately.
- **COMPLICATIONS AND INJURY:** Uncontrolled characters can be Injured and Defeated, and can suffer complications as normal. However, an uncontrolled character *may not* choose to avoid an Injury. Further, in any situation where a player character would become Injured, and there are one or more uncontrolled characters in the scene, the player may choose to have the uncontrolled character suffer the Injury instead. In the case of an Injury, the uncontrolled character is immediately Defeated, and if the Injury was Deadly, they will require medical attention or die. If a player character suffers an Injury or is otherwise incapacitated, their player may immediately choose to take over an uncontrolled character for the remainder of the scene.

Further, uncontrolled characters can be treated as a trait, to allow a task to be attempted which would otherwise be impossible (for activities that would require multiple people), or to reduce the Difficulty of a task—simply providing an extra pair of hands and an extra set of senses can be valuable.

CREATING A SUPPORTING CHARACTER

THE NUMBER OF SUPPORTING CHARACTERS PRESENT during any game is variable, and players do not inherently own any supporting characters—though they can lay claim to them during play, for the duration of that adventure.

A group of players will have a maximum number of supporting characters that can be used during a single adventure; this number is the **Crew Support** of the group's ship (Crew Support is described more in *Chapter 5* on page 185). During an adventure, players may choose to introduce one or more supporting characters at the start of any scene, either creating those characters anew or choosing from previously created supporting characters. The total number of supporting characters introduced during the adventure cannot exceed the Crew Support.

Note that previously created supporting characters do not count against this number until they are introduced in play, and during a prolonged campaign a group may create many supporting characters, not all of whom will appear in every session.

When creating a supporting character, use the procedure opposite.

Whenever a supporting character is introduced to an adventure, and this is *not* the first time they have been introduced (i.e., they have been introduced before), they receive an improvement, meaning the player introducing them may choose one of the following options:

- **VALUES:** The supporting character gains a single value. This option may be chosen up to four times, gaining a new value each time. Once a supporting character has at least one value, they also gain a Stress track, and can take Stress to avoid Injuries and other consequences.
- **ATTRIBUTES:** The supporting character increases a single attribute by 1. This option may only be chosen once.
- **DEPARTMENTS:** The supporting character increases a single department by 1. This option may only be chosen once.
- **FOCUSES:** The supporting character chooses one additional focus. This option may be chosen three times, gaining a new focus each time.
- **TALENTS:** The supporting character gains a single talent that they meet the requirements for. This option may be chosen four times, gaining a different talent each time.

Once all the improvement options listed above have been taken, a supporting character cannot improve further simply by being introduced to an adventure. However, supporting characters can also be improved as part of a main character's advancement—reflecting a main character training and developing the personnel under them.

▷ ADVANCEMENT FOR SUPPORTING CHARACTERS

Once a supporting character has selected all the improvement options listed above, they are as capable and detailed as a main character, but with few opportunities to develop further. At the gamemaster's discretion, there are a few possibilities to advance a supporting character further.

MAIN CAST: If a new player joins the group, or an existing main character is killed or otherwise leaves the game (perhaps promoted, assigned to another ship, or retired), a fully developed supporting character can be used as a replacement main character.

PROMOTION: The supporting character joins the senior staff and selects a role—gaining the accompanying role benefit—if they did not have one before. The supporting character's rank is increased accordingly.

REASSIGNMENT: The supporting character departs, perhaps to a new posting on a different ship. While they can no longer be used as a supporting character, they can be a useful contact elsewhere in the fleet, and someone who can provide plot hooks or assistance. They could even become a main character in a friend's ***Star Trek Adventures*** campaign, similar to the way Chief O'Brien went from a recurring character in *Star Trek: The Next Generation* to a main character in *Star Trek: Deep Space Nine*.

SUPPORTING CHARACTER CREATION

STEP ONE: PURPOSE

Determine what purpose the supporting character will fill. Are they an engineer, or a doctor, or a scientist, or a security officer? This will shape the rest of the character. This includes choosing a department for the character. Create a trait to describe the supporting character's role or purpose, such as **Starfleet Enlisted Crew** or **Diplomatic Aide**.

STEP TWO: ATTRIBUTES

Assign the character's attribute ratings. The character will have attribute ratings of 10, 9, 9, 8, 8, and 7, arranged in any order. Also at this stage, choose the character's Species, and note down their species trait, their Species Ability, and adjust the attributes accordingly.

STEP THREE: DEPARTMENTS

Assign the character's departments. The character will have department ratings of 4, 3, 2, 2, 1, and 1, arranged in any order. The character's highest department should match up with the department chosen in step one.

STEP FOUR: FOCUSES

Choose three focuses for the character. At least one of these should match up with the purpose defined in step one.

STEP FIVE: FINISHING UP

Finally, give the character their standard issue equipment and choose an appropriate name and rank for the character. Supporting characters should never have a rank above lieutenant, and may often be enlisted personnel rather than officers.

▷ SUPERVISORY CHARACTERS

The mechanics for supporting characters assume they are being used to create and play subordinates, characters of lower rank and status while the player characters are more important and of higher rank. If you're playing lower ranking characters—perhaps a group of scrappy ensigns or enlisted crew, in the style of *Lower Decks*—this might not be the right fit: in such a game, the supporting cast would be the senior staff, like the captain, XO, chief engineer, and so forth.

Alternatively, it may be that a senior role in the ship's crew isn't filled by a player's main character, so creating a supporting character to fill that role is the next best thing, allowing them to appear in adventures where they're relevant.

Supervisory characters are created in the same way as supporting characters, with the following changes:

- When you create or introduce a supervisory character, you must spend 2 points of Crew Support rather than 1: senior officers are rarer and have more demanding duties, so they're more costly to introduce.
- **ATTRIBUTES:** When you assign the character's attributes, their ratings are 10, 10, 9, 9, 8, and 8, arranged in any order. Apply the character's Species attribute modifiers.
- **DEPARTMENTS:** When you assign the character's departments, they have ratings of 4, 4, 3, 2, 2, and 1, arranged in any order.
- **FOCUSES:** The character begins with four focuses, instead of three.
- **VALUES:** The character begins with one value. As a result, they have one Determination when they are first introduced during an adventure.
- **FINAL STEPS:** In addition to the other details, a supervisory character has a maximum Stress rating equal to their Fitness, like a main character.

.:CHAPTER 4.5

TALENTS

"CAN I COOK, OR CAN'T I?"

- DR. CAROL MARCUS

DOCTOR VORAAL

As a doctor, I can tell you any being is more than the sum of their parts. Similarly, were you to only review a main character's attributes, departments, and focuses, you would not have a true understanding of their full capabilities. Starfleet and similar organizations accept only the brightest individuals, and even then, only the very best rise to the challenges of command: in game terms, it is a character's ***talents*** *setting these individuals apart.*

This chapter explains how talents work and presents a comprehensive list of talents you may choose from to enhance and elevate your character.

RODRIGO GONZALEZ TOLEDO

ALL MAIN CHARACTERS AND MANY non-player characters are exceptional individuals, capable of facing most challenges the Galaxy has to offer. These characters often have tricks or knacks that help them overcome impossible odds and triumph when others might falter. These particular abilities are represented as **talents**.

Every main character built through the lifepath begins play with four talents, most of which are directly related to one of the six departments, enhancing how the character employs their training and expertise.

Careful talent selection helps a character feel distinct and dynamic in play. The ratings a character possesses in attributes and departments are a solid foundation, but the actions the character takes are usually the most memorable things about them. Talents provide a way to alter and influence those actions.

Some talents have one or more specific requirements. These are conditions that must be fulfilled before the talent can be selected, such as belonging to a specific species or having a department at a specific rating.

Each talent also has a **condition** and a **benefit**. The **condition** is the circumstances under which the talent can be used.

The **benefit** is what the character gains from meeting that condition. This benefit serves as an exception to the rules as written in some way, illustrating how the character is exceptional. Some of these conditions are mechanical in nature—using a specific game option or succeeding at a specific kind of task—while others may be more narrative.

Most talents are available to all characters, regardless of species. Unless otherwise noted, **each talent may be selected only once**. Players are free to rename the talents to suit their tastes and the backgrounds of their characters; this will not affect the rules for that talent in any way. Note the original name of the talent in case someone raises a question about it.

You might choose to spread out your choice of talents to apply to a wide range of situations, or to have them all work on the same narrow range of circumstances. You have the choice between versatility and specialization.

GENERAL TALENTS

THESE TALENTS ARE COMMON TO CHARACTERS OF all types.

.:BACK-UP PLANS

REQUIREMENT: Control 9+

Whenever you or an ally fail a task (so long as you are present in the scene), you may add 1 point to the group's **Momentum** pool.

.:BOLD (X)

Choose a department when you select this talent. Whenever you attempt a task from that department, and you buy one or more d20s by adding Threat, you may re-roll a single d20. You may select this talent multiple times, once for each department. You may not select this talent for any department for which you have the **Cautious** talent.

.:CALM AND LOGICAL

REQUIREMENT: Reason 11+

When you gain a trait which represents a mood or emotional state, you may suppress that trait (ignoring its effect) for the duration of a single task or a single turn in combat by suffering 1 Stress.

.:CAUTIOUS (X)

Choose a department when you select this talent. Whenever you attempt a task with that department, and you buy one or more d20s by spending Momentum, you may re-roll a single d20. You may select this talent multiple times, once for each department. You may not select this talent for any department for which you have the **Bold** talent.

.:CLOSE-KNIT CREW

When a scene begins, if there are fewer points of Momentum in the group pool than there are characters in the scene who have this talent, immediately add 1 Momentum to the group pool.

.:COLLABORATION (X)

Choose a single department when you select this talent. Whenever an ally attempts a task using that department, you may spend 1 Momentum (Immediate) to allow them to use your rating for that department and one of your relevant focuses.

.:CONSTANT PRESENCE

REQUIREMENTS: Supporting character only, must have at least two values and at least two other talents

You're a regular fixture of away missions and other important work, relied upon by the senior staff for your expertise and judgment. Introducing this supporting character in subsequent adventures no longer costs Crew Support, and the supporting character gains 1 **Determination** the first time they are used in an adventure.

.:CONSTANTLY WATCHING

At the start of an action scene, the gamemaster must spend an additional 2 Threat to have an NPC take the first turn. You may also re-roll 1d20 on any task attempted to locate a hidden enemy or danger.

.:DAUNTLESS

Whenever another character attempts to intimidate or threaten you, you may suffer 2 Stress to ignore their attempt.

.:EXTRA EFFORT

REQUIREMENT: Fitness 9+

When you attempt a task, you may reduce the Difficulty of the task by 1, to a minimum of 0. However, once the task is completed, you immediately take Stress equal to the original Difficulty of the task.

.:INDEFATIGABLE

REQUIREMENT: Fitness 11+

When you fail a task, and attempt that task again during the same scene, reduce the Difficulty of the second attempt (and any subsequent attempts if you still fail) by 1.

.:GUT FEELING

REQUIREMENT: Insight 11+

When the gamemaster spends Threat to introduce reinforcements or to cause a Reversal, they must spend 2 additional Threat to do so. This is 2 extra Threat in total, not per reinforcement.

.: METHODICAL PLANNING

REQUIREMENT: Reason 9+

When an ally attempts a task which benefits from a trait you created which represents your plan or strategy, then you may *Assist* that ally's task even if you are not present. In combat, this assistance does not require you to use your task to *Assist* that ally.

.: NO HESITATION

REQUIREMENT: Daring 9+

At the start of any round in an action scene, you may add 1 Threat to take the first turn, regardless of who would otherwise have acted first.

.: NO PAIN, NO GAIN

REQUIREMENT: Daring 11+

When you fail a task (but not an opposed task) which used your Daring, you may always choose to *Succeed at Cost*.

.: PERSONAL EFFECTS

REQUIREMENT: Main character

You possess some significant and uncommon item or device which is not standard issue, but which is nevertheless useful for missions. You may select this talent multiple times, gaining a different item each time.

.: QUICK SURVEY

REQUIREMENT: Insight 9+

At the start of a scene, you may immediately ask one question, as if you had spent 1 Momentum on the *Obtain Information* Momentum Spend. The answer can only provide information that you could obtain with your own senses: you cannot gain information from equipment in such a short time.

.: REASSURING

REQUIREMENT: Presence 9+

When you succeed at a task using your Presence, you may spend Momentum to reassure your allies, so long as they are able to hear you. You may spend 1 Momentum (Repeatable) to allow one ally who can see and hear you to recover 1 Stress. That ally may not recover more than 3 Stress from one use of this talent.

.: SECOND WIND

You may spend Determination at the start of your turn to remove the Defeated state, and to recover up to half of your maximum Stress. The normal requirements for spending a point of Determination still apply.

.: SELF-RELIANT

REQUIREMENT: Control 11+

Whenever you succeed at a task where you *did not* purchase additional dice by spending Momentum or adding to Threat, you generate bonus Momentum equal to the task's Difficulty. Bonus Momentum cannot be saved.

.: STUDIOUS

Whenever you spend 1 or more Momentum to *Obtain Information*, you may ask one additional question (in total, not per Momentum spent on *Obtain Information*).

.: TECHNICAL EXPERTISE

Whenever you attempt a task assisted by the ship's Computers or Sensors, you may re-roll one d20 in your pool, or you may allow the ship to re-roll its d20.

.: TOUGH

Your maximum Stress is increased by 2.

.: VOICE OF AUTHORITY

REQUIREMENT: Presence 11+

When you *Assist* someone, and use your Presence to do so, you may add 2 Threat to treat your assistance die as if it had rolled a 1 instead of rolling it.

.: WELL-INFORMED

You have contacts everywhere and you listen to news and rumors from far and wide. At the start of a scene, you may add 1 Threat to ask the gamemaster two questions about the situation or location, as if you had spent Momentum on the *Obtain Information* spend. The answers you receive will be knowledge you've gained from your contacts and the news and rumors you've heard.

SPECIES AND CULTURE TALENTS COVER ABILITIES, techniques, and tendencies common to specific species and their cultures. They are typically only available to members of a specific species but can sometimes be gained by characters of other species.

> ***EXAMPLE:*** *Michael Burnham, a Human, was adopted by the Vulcan ambassador, Sarek, and was raised and educated on Vulcan. Because of this deep exposure to Vulcan culture and traditions, the gamemaster allows Michael to select the* ***Nerve Pinch*** *talent.*

.:PROUD AND HONORABLE (ANDORIAN TALENT)

REQUIREMENT: Andorian, or gamemaster's permission

Whenever you attempt a task to resist being coerced into breaking a promise, betraying your allies, or otherwise acting dishonorably, you may add Threat to immediately succeed at the task. The amount of Threat you add is equal to the task's Difficulty.

.:THE USHAAN (ANDORIAN TALENT)

REQUIREMENT: Andorian, or gamemaster's permission

You are experienced in the tradition of honor-dueling known as the *Ushaan*. When you make a *Melee Attack*, or are targeted by a *Melee Attack*, and buy one or more d20s by adding to Threat, you may re-roll any number of dice in your dice pool for the task. Further, you own an *Ushaan-tor*, a razor-sharp ice-miner's tool used in these duels. The *Ushaan-tor* is a blade (see page 242), and it counts as standard issue for you.

.:ACUTE SENSES (AENAR TALENT)

REQUIREMENT: Aenar, or gamemaster's permission

The Aenar have honed their senses to the point that they are able to respond to stimuli just as well as, if not superior to, those who possess the ability to see. When attempting a task to detect something which is hidden from conventional senses, or which would normally be difficult to perceive, you may re-roll 1d20.

.:CHOSEN SPEAKER (AENAR TALENT)

REQUIREMENT: Aenar, or gamemaster's permission

Among Aenar communities, leaders and mediators are chosen as and when the need arises, nominating an individual to serve as Speaker. You've been chosen for this role often and are adept at using your senses and your telepathy to aid communication. When attempting a task to communicate telepathically with a willing being, you may re-roll 1d20.

.:STRONG PAGH (BAJORAN TALENT)

REQUIREMENT: Bajoran, or gamemaster's permission

You believe profoundly in the Prophets, and you rely upon that faith to see you through hardship. Whenever you attempt a task to resist being coerced or threatened, you may take Stress equal to the Difficulty of the task to automatically succeed.

.:ORB EXPERIENCE (BAJORAN TALENT)

REQUIREMENT: Bajoran, or gamemaster's permission

You have received a vision from the Bajoran Prophets, through one of the Orbs. This rare experience, though confusing at first, has shaped your life and outlook. You have one additional value, which represents some prophecy or insight into the future gained from your vision. Furthermore, once per session, when that value is used, you gain twice the normal benefit: if you spend Determination, you may gain two benefits listed, while if you would gain Determination, you gain 2 points instead of 1.

.:OPEN BOOK (BETAZOID TALENT)

REQUIREMENT: Betazoid, or gamemaster's permission

When a character enters a scene, you may spend 1 Momentum (Immediate) to immediately ask the gamemaster one question about that character's current emotions or surface thoughts. You cannot do this for characters immune to telepathy.

.:ABRUPT INSIGHTS (BETAZOID TALENT)

REQUIREMENT: Betazoid, or gamemaster's permission

Your insight into the minds of others can give you an edge when interacting with them, though not everyone is comfortable having someone else speak their mind. When you attempt a task as part of a social conflict, you can increase the complication range by 1, 2, or 3; if you succeed, you generate bonus Momentum equal to the complication range increase. Bonus Momentum may not be saved.

.:REGIMENTED MIND (CARDASSIAN TALENT)

REQUIREMENT: Cardassian, or gamemaster's permission

When you spend Momentum to *Obtain Information*, you may reduce the Difficulty of one task later in the same scene by 1, so long as that task relates to the information gained.

.:THE ENDS JUSTIFY THE MEANS (CARDASSIAN TALENT)

REQUIREMENT: Cardassian, or gamemaster's permission

When you spend Determination because of a Directive, you may select two of the benefits for spending Determination, rather than one.

.:CULTURAL FLEXIBILITY (DENOBULAN TALENT)

REQUIREMENT: Denobulan, or gamemaster's permission

You are at ease when meeting new cultures, and you adapt to unfamiliar social structures easily. When you attempt a task to learn about an unfamiliar culture, or to act in an appropriate manner when interacting with members of such a culture, you may re-roll 1d20.

.:PARENT FIGURE (DENOBULAN TALENT)

REQUIREMENT: Denobulan, or gamemaster's permission

You have a large family, with many children, nieces, and nephews, and you've learned how to coordinate even the most unruly and fractious of groups when necessary. When attempting or assisting a task, and two or more other characters are involved in the task, the first complication generated on the task—either by the character attempting the task, or one of the assistants—may be ignored.

.:GREED IS ETERNAL (FERENGI TALENT)

REQUIREMENT: Ferengi, or gamemaster's permission

When engaged in negotiations—including in social conflict—that have the potential for you to profit personally, you may add 1 Threat to re-roll your dice pool.

.:NEVER PLACE FRIENDSHIP ABOVE PROFIT (FERENGI TALENT)

REQUIREMENT: Ferengi, or gamemaster's permission

When you assist someone else (including using the *Direct* action), and one or more complications occur, you may add 1 Threat to avoid suffering any ill-effect from that complication (other characters involved are affected normally).

.:RESOLUTE (HUMAN TALENT)

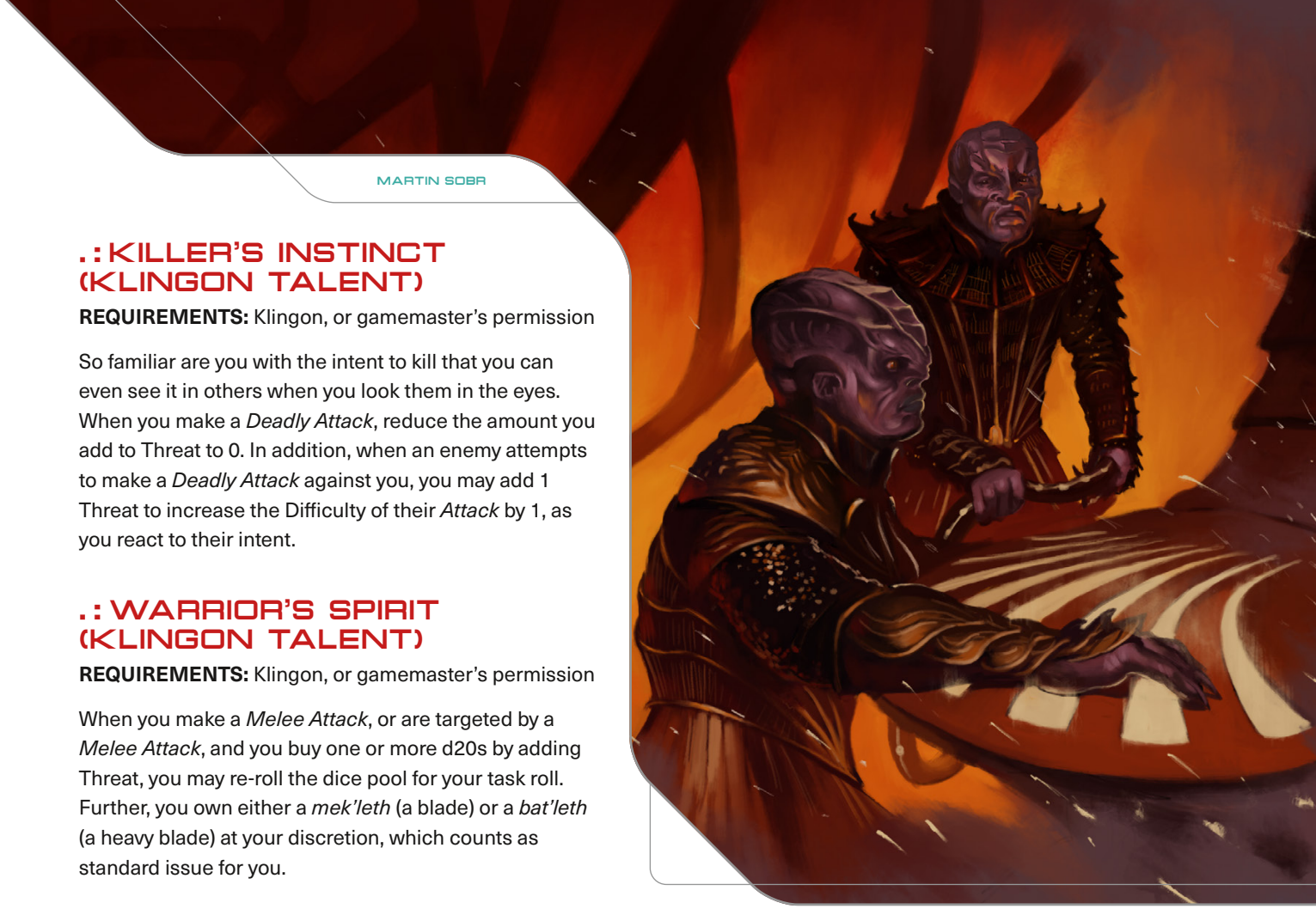
REQUIREMENT: Humans, or gamemaster's permission

Your Maximum Stress increases by an amount equal to your Command rating.

.:SPIRIT OF DISCOVERY (HUMAN TALENT)

REQUIREMENT: Human, or gamemaster's permission

You have an additional option you may pick when you spend Determination: you may immediately add 3 Momentum to the group pool.



MARTIN SOBR

.:KILLER'S INSTINCT (KLINGON TALENT)

REQUIREMENTS: Klingon, or gamemaster's permission

So familiar are you with the intent to kill that you can even see it in others when you look them in the eyes. When you make a *Deadly Attack*, reduce the amount you add to Threat to 0. In addition, when an enemy attempts to make a *Deadly Attack* against you, you may add 1 Threat to increase the Difficulty of their *Attack* by 1, as you react to their intent.

.:WARRIOR'S SPIRIT (KLINGON TALENT)

REQUIREMENTS: Klingon, or gamemaster's permission

When you make a *Melee Attack*, or are targeted by a *Melee Attack*, and you buy one or more d20s by adding Threat, you may re-roll the dice pool for your task roll. Further, you own either a *mek'leth* (a blade) or a *bat'leth* (a heavy blade) at your discretion, which counts as standard issue for you.

.:PHEROMONES (ORION TALENT)

REQUIREMENTS: Orion female, or gamemaster's permission

You are capable of emitting pheromones which can render Orion males (and others) suggestible. These pheromones affect several other species—including Humans—in a similar way. When dealing with males of a species affected by these pheromones, you gain 2 bonus Momentum on all tasks to persuade or command them. However, female members of species affected often suffer headaches because of the pheromones, increasing the complication range of tasks to interact with them by 1. Vulcans are known to be unaffected, while Denobulans experience a different effect and become drowsy. The gamemaster's discretion applies as to which species are affected, which are immune, and which suffer unexpected effects, but most species are affected similarly to Humans and Orions.

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.:THAT WASN'T ME (ORION TALENT)

REQUIREMENTS: Orion, or gamemaster's permission

The Orions are known as one of the most untrustworthy species in the Galaxy, next to the Ferengi, and yet people are willing to do business with them or are often tricked or misled by them. You've learned the subtle interplay of social interactions, reputations, and plausible denials that allow others to trust you despite what they've heard about 'those other Orions'. When another character attempts a task to determine if they can trust you, you may spend 2 Momentum if you are sincere, or add 2 Threat if you're attempting to deceive them. Either way, the character does not need to make a task roll: you convince them you are trustworthy.

.:GUILE AND CUNNING (ROMULAN TALENT)

REQUIREMENTS: Romulan, or gamemaster's permission

When you attempt to remain hidden or for your actions to remain unnoticed, you may add 1 Threat to add 1 to the Difficulty of any task to detect you or reveal the nature of your actions.

.: WARY (ROMULAN TALENT)

REQUIREMENTS: Romulan, or gamemaster's permission

When you attempt a task to detect an enemy or hazard, you may re-roll one d20.

.: INCISIVE SCRUTINY (TELLARITE TALENT)

REQUIREMENTS: Tellarite, or gamemaster's permission

When you succeed at a task using Control or Insight, you may ask one question, as if you had spent Momentum to *Obtain Information*.

.: ASKING THE RIGHT QUESTIONS (TELLARITE TALENT)

REQUIREMENTS: Tellarite, or gamemaster's permission

When you attempt a task that relates to information you've received from *Obtain Information* questions in the current scene, you may re-roll 1d20.

.: JOINED (TRILL TALENT)

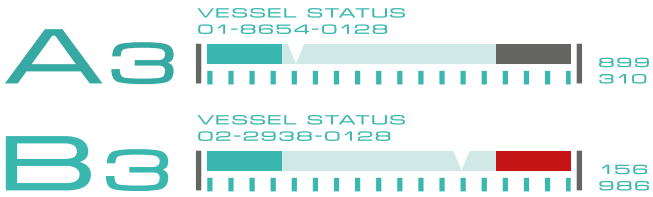
REQUIREMENTS: Trill, or gamemaster's permission

You are bonded with a symbiont and have lifetimes of memories to draw upon. You gain an additional character trait, which is the name of the symbiont; this reflects potential advantages of being Joined, as well as the ability to perform rites and rituals to awaken past hosts' memories, and the vulnerabilities inherent in the connection. Furthermore, up to twice per adventure, you may declare that a past Host had experience or expertise in a particular field: you gain an additional focus when you do this, which remains for the rest of the adventure.

.: FORMER INITIATE (TRILL TALENT)

REQUIREMENTS: Trill, or gamemaster's permission

You joined the Initiate Program, hoping to be chosen by the Symbiosis Commission to become Joined. As there are far more Initiates than there are symbionts, you were one of many who failed, but the capabilities of even a failed Initiate are highly sought after by Starfleet and other organizations. When you attempt a task using Control or Reason, and you spend Determination to set a die as a 1, you may *also* re-roll your dice pool after the roll. You cannot select this talent if you have the **Joined** talent.



.: KOLINAHR (VULCAN TALENT)

REQUIREMENTS: Vulcan, or gamemaster's permission

You have undergone the ritual journey to purge all emotion, allowing you to dispassionately observe and dissect your emotional responses and render them powerless. When you ignore emotions using your **Mental Discipline** Species Ability, you may avoid emotional traits by taking 1 Stress instead of 2, and you no longer increase the potency of emotional traits when Fatigued.

.: MIND MELD VULCAN TALENT)

REQUIREMENTS: Vulcan, or gamemaster's permission

You've undergone training in telepathic techniques that allow the melding of minds through physical contact. This always requires a task (normally **Control + Sciences**) with a Difficulty of at least 1, which can be opposed by an unwilling participant. If successful, you link minds with the participant, sharing thoughts and memories. Momentum may be spent to gain more information or perform deeper telepathic exchanges. This link goes both ways, and it is a tiring and potentially hazardous process. Complications can result in taking Stress, pain, disorientation, or lingering emotional or behavioral difficulties.

.: NERVE PINCH (VULCAN TALENT)

REQUIREMENTS: Vulcan, or gamemaster's permission

You have learned numerous techniques for the stimulation and control of nerve impulses—collectively called neuropressure. Some applications of neuropressure can be used to incapacitate assailants swiftly and non-lethally. The nerve pinch counts as a *Melee Attack* which inflicts Stun Injuries with a Severity of 3 and the Intense quality. You may use Science or Medicine instead of Security when attempting a *Nerve Pinch Attack*.

AUGMENT AND CYBERNETIC TALENTS

THESE TALENTS ARE COMMON TO CHARACTERS who have been genetically altered or who have been given artificial implants to overcome an injury or disability.

.:AUGMENTED ABILITY

REQUIREMENT: Augment trait

Choose a single attribute when this talent is selected. You gain the Extraordinary Attribute 1 special rule (page 350) for the chosen attribute, granting one automatic success on all tasks using that attribute. When you use this ability, increase the complication range by 2 for that task. This talent may be selected multiple times, choosing a different attribute each time.

.:DURABILITY

REQUIREMENT: Augment or **Cyborg** trait

Whether through genetic engineering or cybernetic implants, you're more durable than most people. You gain Protection 2.

.:NEURAL INTERFACE

REQUIREMENT: Cyborg trait

You have a cybernetic device implanted directly into your brain, allowing you to interface with computers and similar technologies with their thoughts. Initiating or breaking the link between your mind and a computer system takes a minor action, and while you are connected, you may reroll one d20 on any task using that computer (including a ship's Computer system). However, if the computer (or the ship containing it) is damaged, you immediately suffer a Deadly 4 Injury with the Piercing quality.

.:SENSORY REPLACEMENT

REQUIREMENT: Cyborg trait

You have a cybernetic device that replaces one of your senses—most commonly sight or hearing. You gain the **Artificial Sense** trait, which represents the ways that your senses differ from those of other members of your species. Further, when you attempt a task to locate something hidden or concealed, or to detect details not normally perceptible to that sense, you may re-roll a single d20.

ESOTERIC TALENTS

ESOTERIC TALENTS ARE UNUSUAL ABILITIES characters may occasionally possess. These abilities are rare, and **only available at the gamemaster's discretion**, even for characters who are innately telepathic and thus predisposed towards such mental powers.

Some character species (such as Aenar and Betazoids) have Empathy or Telepathy as part of their Species Ability. These function as the talents below, but the character does not have to use a talent use a talent slot.

.:EMPATHY

You can sense the emotions of most living beings nearby, and can communicate telepathically with other empaths and telepaths, as well as those with whom you are extremely familiar. You cannot choose *not* to sense the emotions of those nearby, except for those who are resistant to telepathy. It may require effort and a task to pick out the emotions of a specific individual in a crowd, or to block out the emotions of those nearby. Increase the Difficulty of this task if the situation is stressful, if there are a lot of beings present, if the target has resistance to telepathy, and other relevant factors.

.:EXTRASENSORY PERCEPTION

You have an ability to perceive things beyond the normal limits of humanoid senses, allowing you to gain knowledge of people, places, and objects beyond your ability to sense them conventionally. This is known as extrasensory perception, or ESP. It is not directly under your control but instead tends to come in the form of accurate guesses, strong feelings, or flashes of insight. Such sensitivity often leaves you vulnerable to psychic dangers as well. At any point during play, you may ask the gamemaster for hints or insights about the current situation, and the gamemaster may similarly offer you information about the current situation that you would not normally be able to determine. Each hint adds 1 Threat, and you may always refuse to accept the hints offered.

.: PSYCHOKINESIS

You can manipulate and control objects using only the power of the mind. You may exert a psychic force upon an object within Close range equivalent to the force that you would normally be able to exert physically, though this takes concentration and cannot be done violently.

You may spend 1 Momentum (Immediate, Repeatable) to increase the magnitude of the force you apply, with each Momentum spent counting as an additional person's worth of force applied (that is, you can move or manipulate objects that would take two people to move or manipulate by spending 1 Momentum). Momentum (Immediate) may also be spent to increase the range of this: 1 Momentum to affect objects in Medium range, 2 Momentum to affect objects at Long range, and gamemaster's discretion for distances beyond. To apply force violently instead, add 1 Threat to make a **Control + Security** task with a Difficulty of 2 to strike an opponent (as a *Ranged Attack*), inflicting a Stun or Deadly Injury with a Severity of 3.

.: TELEPATHIC PROJECTION

REQUIREMENT: Telepathy

Your telepathic ability is more potent than most, and you are accustomed to projecting your thoughts into other minds. You can send your thoughts into the minds of other creatures—other than those immune to telepathy—even if those creatures are not telepathic themselves. You can 'hear' their responses by reading their minds. You are also capable of using this ability offensively, overwhelming a target's mind with pain-inducing psychic noise. This requires a **Presence + Security** task with a Difficulty of 2 (increasing by 1 for each range category beyond Close); success inflicts a Stun or Deadly Injury with Severity 3 and the Piercing effect.

.: TELEPATHY

You can sense the surface thoughts and emotions of most living beings nearby, and can communicate telepathically with other empaths and telepaths, as well as those with whom you are extremely familiar. You cannot choose not to sense the emotions or read the surface thoughts of those nearby, except for those resistant to telepathy. It requires effort and a task to pick out the emotions or thoughts of a specific individual in a crowd, to search a creature's mind for specific thoughts or memories, or to block out the minds of those nearby. Increase the Difficulty if the situation is stressful, if there are many beings present, if the target target is resistant to telepathy, etc.

COMMAND TALENTS

COMMAND TALENTS TYPICALLY RELATE TO CHARACTERS with a high Command rating.

.: ADVANCED TEAM DYNAMICS

REQUIREMENTS: Command 4+, main character only, commanding officer or executive officer only

The first time you introduce a supporting character in a mission, that supporting character may take one additional option to improve the supporting character (from the list on page 167).

.: ADVISOR

REQUIREMENT: Command 2+

Whenever you *Assist* another character using your Command, the assisted character may re-roll one d20.

.: BARGAIN

REQUIREMENT: Command 3+

When you use *Negotiation* to make an offer to someone during social conflict, you may re-roll a single d20 on your next *Persuade* task to convince that person. If the social conflict with that person involves an extended task, your Impact is increased by 1.

.: BOLSTER

REQUIREMENT: Command 3+

When you succeed at any task using your Command during an action scene, you may spend Momentum to recover Stress suffered by your allies. When you spend 1 Momentum (Repeatable), one ally who can see and hear you recovers 1 Stress. You may affect multiple allies, but each ally affected may only recover 1 Stress in this way each time this talent is used.

.:CALL OUT TARGETS

REQUIREMENTS: Command 3+ and Security 3+

When you *Assist* a character in an *Attack*, the assisted character generates 2 bonus Momentum if their *Attack* succeeds. Bonus Momentum cannot be saved.

.:CALL TO ACTION

REQUIREMENT: Command 3+

In a conflict, you may use the *Prepare* minor action to grant one ally who you can communicate with a minor action of their choice, which they perform immediately.

.:COLD READING

REQUIREMENT: Command 4+

When you succeed at a task during social conflict, you generate 1 bonus Momentum which must be used for the *Obtain Information* Momentum spend to gain knowledge about one of the people you're interacting with. If the social conflict with that person involves an extended task, you may ignore any Resistance the extended task has.

.:COORDINATED EFFORTS

REQUIREMENT: Command 4+

When you *Assist* another character during an extended task, the character you *Assist* increases their Impact by 1.

.:DECISIVE LEADERSHIP

REQUIREMENT: Command 4+

In a conflict, once per round, you or your allies may *Keep the Initiative* for free.

.:DEFUSE THE TENSION

REQUIREMENT: Command 3+

Whenever you attempt a task to persuade someone not to resort to violence, the first d20 you purchase for that task is free.

.:FOLLOW MY LEAD

REQUIREMENT: Command 3+

When you succeed at a task during combat or another perilous situation, you may spend Determination. If you do, choose a single ally who can hear you. The next task that ally attempts counts as having assistance from you, using your **Presence + Command**. On this task, do not roll your assistance die: it counts as having already rolled a 1.

.:MULTI-DISCIPLINE

REQUIREMENTS: Command 3+, not the commanding officer

You may select one additional Role Benefit, which may not be Commanding Officer.

.:PLAN OF ACTION

REQUIREMENT: Command 4+

Whenever an ally succeeds at a task that was made possible, or had a reduced Difficulty, because of a trait you created, and that trait represented a plan, strategy, or course of action, they generate 2 bonus Momentum. Bonus Momentum cannot be saved.

.:PRECAUTIONS

REQUIREMENT: Command 4+

Once per scene, when an ally suffers an Injury or the ship suffers a Breach, prevent that Injury or Breach; describe what precaution you took to prevent the issue.

.:SUPERVISOR

REQUIREMENT: Main character

The ship's Crew Support increases by 1. This increase is cumulative if multiple main characters select it.

.:TEACHER

REQUIREMENT: Command 3+

When you create a trait for an ally that represents your guidance or advice, that ally may re-roll one d20 on a single task they attempt which benefits from that trait.

CONN TALENTS

CONN TALENTS TYPICALLY RELATE TO CHARACTERS with a high Conn rating.

.: ATTACK RUN

REQUIREMENT: Conn 4+

Whenever you succeed at the *Attack Pattern* major action, enemy *Attacks* against you do not reduce in Difficulty due to that action.

.: COVERING ADVANCE

REQUIREMENT: Conn 3+

When you succeed at a task to maneuver your ship, you may spend 2 Momentum to provide cover for allied ships. When an enemy vessel next makes an *Attack*, before the beginning of your next turn, if you are the closest ship to that attacker but they do not target you, the difficulty of their *Attack* is equal to your ship's Scale.

.: EFFICIENT EVASION

REQUIREMENT: Conn 3+

When you attempt an *Evasive Action* major action for the second or subsequent time in a row during a scene, you add 1 Momentum to the group pool.

.: FLY-BY

REQUIREMENT: Conn 2+

Whenever you use the *Swift Action* Momentum spend, you do not increase the Difficulty of the second task if one of the tasks you attempt is to pilot a vessel.

.: GLANCING IMPACT

REQUIREMENT: Conn 4+

Whenever you succeed at the *Evasive Action* major action, increase the Resistance of the ship you are piloting by 2; this bonus lasts until the start of your next turn.

.: HANDS-ON PILOT

REQUIREMENTS: Conn 3+ and Engineering 3+

When you perform the *Warp*, *Evasive Action*, or *Attack Pattern* major actions, the ship may count its focus range as double the relevant department rating (i.e., if the ship has a Conn of 3, it will score a critical success on any roll of 6 or less). However, when anyone else pilots the ship, increase the complication range by 1.

.: INERTIA

REQUIREMENT: Conn 3+

When you use the *Impulse* minor action, you may spend 1 Momentum to move one additional zone so long as you used the *Impulse* minor action or *Warp* major action in your previous turn.

.: MULTI-TASKING

REQUIREMENT: Conn 3+

When you attempt the *Override* major action while at a bridge station that includes one or both helm or navigator positions, you may use your Conn department instead of the department usually required for that task.

.: PATHFINDER

REQUIREMENT: Conn 4+

Whenever you attempt a task to plot a course through unknown territory, reduce the Difficulty of the task by 1, 2, or 3, to a minimum of 1. For each point by which you reduce the Difficulty, increase the complication range of that task.

.: PRECISE EVASION

REQUIREMENT: Conn 4+

Whenever you use the *Evasive Action* major action, the ship does not suffer the increased Difficulty for *Attacks* normally caused by *Evasive Action*.

.: PRECISION MANEUVERING

REQUIREMENT: Conn 4+

Whenever you attempt a task that requires precise or careful maneuvering, or where there is a risk of colliding with another object, you may re-roll 1d20.

.: PUSH THE LIMITS

REQUIREMENT: Conn 4+

When you attempt a Conn task that has increased in Difficulty due to environmental conditions or damage to the engines, you may add 1 Threat to ignore the difficulty increase.

.:SPACEWALK

REQUIREMENT: Conn 3+

Whenever the Difficulty of a task would be increased due to low- or zero-gravity, ignore that Difficulty increase. If a task that was normally possible would be made impossible because of low- or zero-gravity, you may attempt the task at +1 Difficulty instead.

.:STARSHIP EXPERT

REQUIREMENT: Conn 3+

Whenever you succeed at a Conn task to identify a type of starship, or to try to understand an unknown form of starship, you gain 1 bonus Momentum, which may only be used on the *Obtain Information* Momentum spend, or to pay part of the cost of the *Create Trait* Momentum spend (where the trait must represent some form of known or observed weakness in the ship being studied).

.:STRAFING RUN

REQUIREMENT: Conn 3+

Whenever you succeed at the *Attack Pattern* task and then *Keep the Initiative*, the cost to *Keep the Initiative* is reduced to 0. If the character taking the next turn makes an *Attack*, they may re-roll one d20.

.:THREAD THE NEEDLE

REQUIREMENT: Conn 4+

When you perform the *Impulse* minor action or *Warp* major action when piloting a starship, enemy *Attacks* from ships with a greater Scale than yours increase in difficulty by +1. If attacked by a ship with a Scale that is double or more the Scale of your ship, then you increase the Difficulty by 2 instead.

.:VISIT EVERY STAR

REQUIREMENTS: Conn 3+ and Science 2+

You gain an additional focus, and one of your focuses (either the one gained from this talent, or an existing one) must relate to Astronavigation, Stellar Cartography, or a similar field of space science. Further, when you succeed at a navigation-related task, you gain 1 bonus Momentum due to your knowledge and familiarity. Bonus Momentum cannot be saved.

.:ZERO-G COMBAT

REQUIREMENTS: Conn 3+ and Security 3+

In combat, when you make an *Attack* while in a zero-gravity or micro-gravity environment, you may use the higher of your Conn or Security departments for the task, and you ignore any difficulty increases caused by the lack of gravity. In addition, enemies who lack similar training increase the Difficulty of *Attacks* against you by 1.

ENGINEERING TALENTS

ENGINEERING TALENTS TYPICALLY RELATE TO CHARacters with a high Engineering rating.

.:I KNOW MY SHIP

REQUIREMENT: Engineering 4+

Whenever you attempt a task to determine the source of a technical problem with your ship, the first bonus d20 you purchase is free.

.:I'M GIVING IT ALL SHE'S GOT!

REQUIREMENT: Engineering 4+

Once per scene, when the ship has no Reserve Power remaining at the start of your turn, you may add 2 Threat to gain Reserve Power.

.:IN THE NICK OF TIME

REQUIREMENT: Engineering 3+ or Science 3+

Whenever you succeed at an Engineering or Science task as part of an extended task, you increase your Impact by 1.

.:JURY-RIG

REQUIREMENT: Engineering 4+

Whenever you attempt an Engineering task to perform repairs, you may reduce the Difficulty by 2, to a minimum of 0. If you do this, however, then the repairs are only temporary and will last only a single scene before they fail again; you may increase this duration by one scene by spending 1 Momentum (Repeatable). Jury-rigged repairs can only be applied once, and the Difficulty to repair a device that has been Jury-rigged increases by 1.

PAOLO PUGGIONI

.:MAINTENANCE SPECIALIST

REQUIREMENT: Engineering 3+

You may ignore the first complication rolled on any Engineering task. Further, when you create any equipment trait, any character who uses that piece of equipment in a task may ignore the first complication rolled.

.:METICULOUS

REQUIREMENTS: Engineering 3+ and Control of 10+

During a timed challenge or extended task, before rolling, you may take one die and treat it as if it had already rolled a 1, but if you do, the task will take one additional interval.

.:MIRACLE WORKER

REQUIREMENT: Engineering 5

Whenever you succeed at an Engineering task to overcome an extended task, you may increase your Impact by 1 by spending 1 Momentum instead of 2.

.:MORE POWER!

REQUIREMENT: Engineering 3+

Whenever you use the *Reroute Power* major action, you may spend 2 Momentum to give Reserve Power to two systems, rather than one.

.:PAST THE REDLINE

REQUIREMENTS: Engineering 4+ and Daring 9+

When you use advanced technology, including attempting a task assisted by the ship, you may choose to increase the complication range by 1, 2, or 3. If you succeed, then you gain bonus Momentum equal to the amount by which the complication range was increased. Bonus Momentum cannot be saved.

.:PERCUSSIVE MAINTENANCE

REQUIREMENT: Engineering 4+

When you attempt a **Control + Engineering** task, you may add 1 Threat to use your Daring instead of your Control. If you do this, and the task succeeds, then you may reduce the time taken by 1 interval without spending Momentum.

.:PROCEDURAL COMPLIANCE

REQUIREMENTS: Engineering 3+ and Conn 2+

When you attempt an Engineering task, you may remove one d20 from your dice pool before rolling. If you do so, you gain one automatic success on your task.

.:REPAIR TEAM LEADER

REQUIREMENTS: Engineering 3+ and Command 2+

You are trained to direct and lead damage repair teams during emergencies, giving them your guidance and expert knowledge of the ship's systems. If you succeed at the *Damage Control* major action (page 303) you may spend 2 Momentum (Repeatable) to repair one additional Breach.

.:RIGHT TOOL FOR THE RIGHT JOB

REQUIREMENTS: Engineering 3+

Whenever you acquire an engineering tool with an Opportunity Cost, that equipment trait of that tool gains +1 Potency (typically this will result in *Potency 2*). If the tool is used in an extended task, whoever is using that tool increases their Impact by 1.

.:SABOTEUR

REQUIREMENT: Engineering 3+

When you make an *Attack* against a structure, machine, or stationary vehicle while in personal combat (i.e., you aren't using a ship's weapons to make the *Attack*), you may use your Engineering instead of your Security to resolve the *Attack*.

.:TRANSPORTER CHIEF

REQUIREMENT: Engineering 3+

You're well-versed in the operation of transporter systems and can often get them to function in extreme circumstances or to achieve outcomes that few could manage. Such efforts are never without risk, given the delicacy of the technology. When you attempt a task to use, repair, or modify a transporter, you may add 2 Threat to reduce the Difficulty of the task by 2, to a minimum of 0.

SECURITY TALENTS

SECURITY TALENTS TYPICALLY RELATE TO CHARACTERS with a high Security rating.

.:AMBUSH TACTICS

REQUIREMENT: Security 3+

When you succeed at an *Attack* against an enemy who is unaware of your presence, or who is suffering from a trait or complication which represents a weakness or vulnerability, increase the Severity of the *Attack* by 2.

.:APPLIED FORCE

REQUIREMENT: Security 4+, Fitness 9+

When you make a *Melee Attack*, you may use Fitness instead of Daring. In addition, you add 1 to the Severity of your *Unarmed Attacks.*

.:CLOSE PROTECTION

REQUIREMENT: Security 4+

When you make a successful *Attack*, you may spend 1 Momentum to protect a single ally within Close range. The next *Attack* against that ally before the start of your next turn increases in Difficulty by 1.

.:CRISIS MANAGEMENT

REQUIREMENT: Security 3+ or Command 3+

The Momentum cost to use the *Direct* major action (page 289) is removed.

.:DEFENSIVE TRAINING

REQUIREMENT: Security 2+

Select either *Melee Attacks* or *Ranged Attacks* when you acquire this talent. *Attacks* against you of the chosen type increase in Difficulty by 1.

.:FIRE AT WILL

REQUIREMENT: Security 3+

If you make an *Attack*, you may use the *Swift Action* Momentum spend for 1 Momentum rather than 2, but the second major action you take must also be an *Attack*.

.:GET DOWN!

REQUIREMENT: Security 2+

You and any allies within Close range gain +1 Protection while in Cover.

.:INTERROGATION

REQUIREMENT: Security 3+

When you succeed at a task to coerce someone to reveal information in a social conflict, you may ask one question for free, as per the *Obtain Information* Momentum spend.

.:LEAD INVESTIGATOR

REQUIREMENT: Security 3+ or Conn 3+

Whenever you attempt a task to retrieve or analyze evidence of a crime, you may re-roll 1d20. When you spend one or more Momentum to *Obtain Information* to ask questions about a crime scene or evidence, you may ask one additional question.

.:MARTIAL ARTIST

REQUIREMENT: Security 4+

Your *Unarmed Strike Attack* may be used to inflict Deadly Injuries as well as Stun Injuries.

.:MEAN RIGHT HOOK

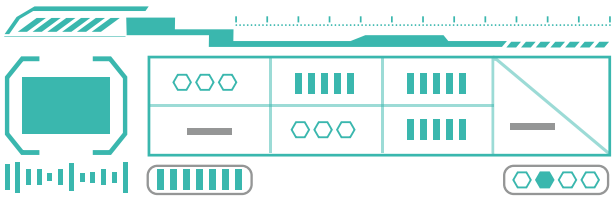
REQUIREMENT: Security 4+

Your *Unarmed Strike Attack* gains the **Intense** quality.

.:PACK TACTICS

REQUIREMENT: Security 4+

Whenever you *Assist* another character during combat, the character you assisted gains 1 bonus Momentum if they succeed.



.:PIERCING SALVO

REQUIREMENT: Security 4+

When you make a *Torpedo Attack*, you may spend 2 Momentum (Immediate) to add the Piercing quality.

.:PRECISION TARGETING

REQUIREMENTS: Security 3+ and Conn 3+

You can more easily pick out and target specific systems when making an *Attack* against an enemy vessel. When you make an *Attack* with starship weapons that targets a specific ship system, you may re-roll a d20.

.:QUICK TO ACTION

REQUIREMENT: Security 3+

During the first round of any combat, you and your allies may ignore the normal cost to *Keep the Initiative*.

.:STEADY HANDS

REQUIREMENTS: Security 3+ and Control 9+

When you take the *Aim* minor action (page 288) before a *Ranged Attack*, you add 1 to the *Attack*'s Severity, in addition to the other effects of aiming.

SCIENCE TALENTS

SCIENCE TALENTS TYPICALLY RELATE TO CHARACTERS with a high Science rating.

.:APPLIED RESEARCH

REQUIREMENT: Science 3+

Once per scene, when you attempt a task which relates to information you received earlier that scene from an *Obtain Information* question, the first bonus die you purchase is free.

.:BAFFLING BRIEFING

REQUIREMENTS: Science 3+ and Presence 9+

When you engage in a social conflict using deception, you may use Science in place of Command so long as their technical knowledge is used to mislead their opponent.

.:COMPUTER EXPERTISE

REQUIREMENT: Science 2+

Whenever you attempt a task that involves the programming or study of a computer system, the first bonus d20 you purchase is free.

.:DEDICATED FOCUS (X)

REQUIREMENT: Science 4+

When this talent is taken, choose one of your focuses. When attempting a task where that focus applies, you score a critical success for any die which rolls equal to or under *twice* the relevant department.

.:DID THE READING

REQUIREMENT: Science 4+

When you attempt a task, you may spend 1 Momentum (Immediate) to use Science on that task instead of the department you would normally use. In addition, you count as having an applicable focus for that task. Each time after the first in a single scene that you use this ability, the Momentum cost increases by 1: this is cumulative.

.:EXPEDITION EXPERT

REQUIREMENTS: Science 3+ and Fitness 9+

Prior to participating in an away team mission, you may make additional preparations by spending 2 Momentum (Immediate). During the expedition, any member of the away team may re-roll a single d20 on any task to navigate the terrain or circumvent a hazard or obstacle. The away team may re-roll a total number of dice in this way equal to your Science rating.

.:INTENSE SCRUTINY

REQUIREMENT: Engineering 3+ or Science 3+

Whenever you succeed at a task using Reason or Control as part of an extended task, you ignore any Resistance on that extended task.

.:LAB RAT

REQUIREMENTS: Science 3+ and Engineering 3+

When attempting an extended task while using a laboratory, increase your Impact by 1.

.:LEARN FROM FAILURE

REQUIREMENT: Science 4+

When you fail at a Science task, you may add 3 Threat to create a trait which represents knowledge or insights gained from the failure. The cost of this is reduced by 1 for each success you scored on the failed task.

.:MENTAL REPOSITORY

REQUIREMENTS: Science 3+ and Reason 10+

Using extensive mental conditioning, you have access to memories with unprecedented clarity and accuracy. You may treat *Obtain Information* as if it were an Immediate Momentum spend, but the answers to these questions can only come from information you would already know and remember.

.:RAPID ANALYSIS

REQUIREMENTS: Science 3+ and Daring 9+

When you succeed at a Science task, the cost of the *Reduce Time* Momentum option is reduced to 1.

.:RAPID HYPOTHESIS

REQUIREMENT: Science 5

Once per scene, when you ask two or more questions using *Obtain Information*, you may immediately create a trait representing your theoretical understanding of the subject of those questions.

.:STUDENT OF WAR

REQUIREMENTS: Science 4+ and Security 3+

You have conducted extensive research into numerous kinds of conflict and has devoted your academic career to the study of war. While this knowledge may be purely theoretical, such information, when placed into the hands of more capable combatants, can be truly devastating. When you *Assist* a character making an *Attack* or taking the *Guard* action in combat, they may re-roll one d20.

.:TESTING A THEORY

REQUIREMENT: Science 2+

When you attempt a task using Engineering or Science, the first bonus d20 you purchase is free, so long as you succeeded at a previous task covering the same scientific or technological field earlier in the same adventure. If you created a trait that represents a hypothesis about an unknown phenomenon, you may also re-roll one d20 on tasks related to that hypothesis.

.: THEORY INTO PRACTICE

REQUIREMENTS: Science 3+ and **Testing a Theory** talent

When you succeed at a task using Engineering or Science where you gain the additional d20 from the **Testing a Theory** talent, or which benefits from a trait that represents a hypothesis you've made, you generate 2 bonus Momentum. Bonus Momentum may not be saved.

.: WALKING ENCYCLOPEDIA

REQUIREMENTS: Science 2+ and Reason 9+

Once per session, when you attempt a task, you may spend 2 Momentum (Immediate) to gain an additional focus for the remainder of the session, due to your breadth of knowledge. However, any task using that focus increases its complication range by 1, as you are not a true expert on that subject.

MEDICINE TALENTS

MEDICINE TALENTS TYPICALLY RELATE TO CHARACTERS with a high Medicine rating.

.: BEDSIDE MANNER

REQUIREMENTS: Command 3+ and Medicine 3+

When you succeed at a Medicine task to heal an Injury, you may immediately remove a negative trait from the patient, even if that trait was unrelated to the Injury being treated. In addition, when you attempt a Reputation Check, add one additional positive influence.

.: CHIEF OF STAFF

REQUIREMENTS: Medicine 3+ and Command 3+

When you *Assist* another character attempting a Medicine task, each assisting character may re-roll their assistance die.

.: COMBAT MEDIC

REQUIREMENTS: Medicine 3+ and Security 2+

When attempting a Medicine task during combat, you may pick one trait which increases the Difficulty of the task and ignore it.

.: CUTTING EDGE MEDICINE

REQUIREMENT: Medicine 4+

Whenever you attempt a Medicine task with a Difficulty of 3 or higher, you may spend up to 3 Momentum (Immediate) to reduce the Difficulty by the number of Momentum spent, to a minimum Difficulty of 1. However, as these latest advances are often experimental, the complication range of the task increases by 1 for each Momentum spent.

.: CYBERNETICIST

REQUIREMENTS: Engineering 3+ and Medicine 3+

When you attempt a task to work on, install, or remove a cybernetic device from a patient, the first bonus d20 you purchase is free.

.: DIAGNOSTIC EXPERTISE

REQUIREMENT: Medicine 4+

When you succeed at a Medicine task to identify and diagnose the nature of a medical problem, you may ask one question—as per *Obtain Information*—for every additional d20 you bought by spending Momentum.

.: DOCTOR'S ORDERS

REQUIREMENT: Medicine 4+

When you attempt a task to coordinate others, or to coerce someone into taking or refraining from a specific course of action, you may use your Medicine department instead of Command.

.: DON'T YOU DIE ON ME!

REQUIREMENT: Medicine 5

When a character is killed, you may spend Determination to make one attempt to revive them. If they were killed instantly by an *Attack*, then this may only be attempted within that scene. If the character suffered an Injury and died because they didn't receive medical treatment in time, this may be attempted before the end of the subsequent scene. This requires a **Daring + Medicine** task, with a Difficulty of 3. If successful, the character is brought back from the brink of death, though they will remain Defeated for the remainder of the adventure. Failure means that your efforts were unsuccessful and the character dies.

.:FELLOWSHIP SPECIALTY

REQUIREMENT: Medicine 4+

Select a focus. When you succeed at a Medicine task where that focus applies, the cost of the *Create Trait* Momentum spend is reduced to 1.

.:FIELD MEDICINE

When attempting a Medicine task, you may ignore any increase in Difficulty or complication range for working without the proper tools or equipment.

.:FIRST RESPONSE

REQUIREMENT: Medicine 3+

When you attempt the *First Aid* task during combat, the first die you purchase is free. Further, you may always Succeed at Cost, with each complication you suffer adding 1 to the Difficulty of healing the patient's Injury subsequently.

.:INSIGHTFUL GUIDANCE

REQUIREMENTS: Command 2+ and Medicine 3+

Whenever you *Assist* a character in a social conflict, using your knowledge of psychology or emotional states, that character is considered to have a beneficial trait (Psychological Profile) in addition to the normal benefits provided by your *Assist*.

.:POSITIVE REINFORCEMENT

REQUIREMENTS: Ship's Counselor role, Medicine 3+, and Presence 9+

Once per mission, you may attempt a **Presence + Medicine** task with a Difficulty of 3, while providing emotional or mental treatment for another character. Success creates a character trait for your patient that lasts until the end of the mission: **Boosted Confidence**. In addition to the normal effects of the trait, that character can reroll their dice pool, as if they'd spent Determination, once before the end of the mission. If the task the character used their reroll on fails, they lose the trait created by this talent.

.:PRACTICE MAKES PERFECT

REQUIREMENTS: Medicine 3+ and Reason 8+

After you have succeeded in a Medicine task, the Difficulty of any other Medicine tasks attempted that scene to treat or heal the same kind of Injury, poison, disease, or other ailment is reduced by 1.

.:PSYCHOANALYST

REQUIREMENTS: Medicine 3+ and a psychology-related focus

When you use Medicine during a social conflict, you may increase the complication range of your task by 1, 2, or 3. For each step of complication range increased, you may ask a single question as if you'd spent Momentum on *Obtain Information*. Any Complications generated from this task results in the individual you are interacting with becoming offended or upset with being "analyzed."

.:QUICK STUDY

REQUIREMENT: Science 3+ or Medicine 3+

When attempting a task that will involve an unfamiliar practice, technique, or medical procedure, or which is to treat an unfamiliar species, ignore any Difficulty or complication range increase stemming from your unfamiliarity.

.:STIMULANT SHOT

REQUIREMENT: Medicine 3+

When you perform the *First Aid* task to revive a Defeated ally, you may add 1 Threat to let that ally recover Stress equal to your Medicine rating. A character may only benefit from this talent once per adventure.

.:SURGERY SAVANT

REQUIREMENT: Medicine 4+

When attempting a Medicine task during an extended task relating to surgery, your Impact is increased by 1. Impact is explained in more detail on page 271.

.:TRIAGE

REQUIREMENT: Medicine 3+

When you attempt a task to identify specific Injuries or illnesses, or to determine the severity of a patient's condition, you may spend 1 Momentum (Repeatable) to diagnose one additional patient..

.:CHAPTER 4.6

CHARACTER DEVELOPMENT

"I KNOW I'VE GOT SOMETHING TO OFFER. I JUST NEED A CHANCE TO PROVE IT."

- NOG

RODRIGO GONZALEZ TOLEDO

DOCTOR VORAAL

Change is the one constant in the universe. People change every day; sometimes in small ways, other times in significant or epic ways. Your main character is no different. As they seek out new life and new civilizations, they are changed by their choices and the consequences of their actions, and by what they learn. The adversity your character overcomes, and the challenges they confront, shape them into someone new.

In addition, the successes and failures your character experiences shape how others regard them. Read on to learn more about how to develop your main character's abilities and reputation over the course of your adventures

CHARACTER DEVELOPMENT COMES in two forms: characters develop periodically during their careers in events called **milestones**. In addition, the character's **reputation** changes as they pursue their goals and seek to better themselves.

Only main characters can receive milestones, but the benefit of a milestone can be used to change a supporting character or the posting itself—this represents the main character working to improve the crew and their post. Changes made to supporting characters and to the post must be discussed with the entire group: they belong to everyone, so everyone should have a say. Similarly, only main characters track their Reputation: a supporting character isn't important enough.

MILESTONES

A **MILESTONE** IS A MEANINGFUL event in your character's life, a point at which they re-examine themselves and changes in response to what they've experienced. Milestones occur at the end of missions, though your character will not always have a milestone at the end of every mission.

Milestones are connected to a character's **values**, and to the Directives present during missions. Values are what drive a character's actions, and a milestone is a significant point reached because of those actions. Milestones also vary in significance, with greater impact the more a character is involved in the action.

.:LOG ENTRIES

To reach milestones and have your character grow, you should maintain a **personal log**. The log is a record of your main character's adventures, and serves as an accounting of the character's history in play. You gain milestones whenever you make a connection between the current adventure, and one noted in your log.

At the end of each adventure, create a brief description of the mission itself and how your main character was involved. This doesn't need to be a detailed account of the adventure, as it's mainly there as a reminder of past actions, so one or two sentences should be the most you need; if your gamemaster provides titles for each adventure, noting down the title of the adventure is sufficient. You're welcome to write more if you want—and some players may want to—but it's not essential, and so long as you have a useful reminder of past exploits, any amount is fine. A blank personal log is provided on page 373.

Note which (if any) of your values you used positively, used negatively, or challenged. Some shorthand is useful here: by numbering your values, you can refer to them by simply writing V1, V2, V3, etc., (or D1, D2, etc., for Directives), and following any that were used with a **+** (used positively), a **–** (used negatively), or a **!** (challenged).

In addition, if you challenged a value, you may rewrite that value. The new value should relate somehow to what it was before, and how the character's views have changed because of the situation that caused the challenge. It doesn't have to be a big difference—and often, it won't be—but the new value should demonstrate how the character's perspectives have shifted. If you choose not to rewrite the value, it remains crossed out until you rewrite it.

Finally, if you used any of your values (positively, negatively, or challenged) during that adventure, you may also make an **adjustment** to your character. This is optional, but it allows characters to adjust and shift in small ways over time, letting you tweak things that aren't working as intended, or represent how your character adjusts their priorities over time. You may do **one** of the following:

- **ATTRIBUTES:** Reduce one attribute by 1 and increase another attribute by 1. You may not increase an attribute to above 11, nor may you reduce an attribute to below 7.
- **DEPARTMENTS:** Reduce one department by 1 and increase another by 1. You can't increase any department to more than 4 in this way, nor reduce a department below 1.
- **FOCUSES:** Choose one of your focuses and replace it with a different focus.
- **TALENTS:** Replace one of your talents with a different one for which you meet the prerequisites.
- **SUPPORTING CHARACTER:** Help a supporting character in their training: adjust one of the supporting character's attributes or departments, swap one of their focuses, or swap one of their talents, as described above.

.:REACHING A MILESTONE

Once during any adventure, when you choose to use one of your main character's values, you may call back to any previous adventure in your log where you used the same value (or, in the case of values that were challenged and rewritten, to the new value created that adventure). Describe how that previous experience influences what is happening now, and then gain **Determination** (you're still limited to the normal maximum of 3). Place a tick next to the log entry you called back to, or otherwise mark that you have used it: each log entry may only be used once.

The gamemaster may veto a call back which seems tenuous or inappropriate to the situation, though this should be done rarely, and if a call back is vetoed, then you may attempt another call back later in that adventure.

At the end of the adventure, when adding to your log, you receive a **milestone**. Note or mark in the log entry for the current adventure that you have received a milestone, and which previous adventure you called back to (this will be important later).

Once you've written the log entry, you may make a change to your character. The change can be any **one** of the following:

- **ATTRIBUTES:** Choose a single attribute and increase it by 1. You may not increase an attribute above 11, and you may only increase each attribute once using a milestone.
- **DEPARTMENTS:** Choose a single department and increase it by 1. You may not increase a department above 4, and you may only increase each department once using a milestone.
- **FOCUS:** Gain one additional focus.
- **TALENT:** Gain one additional talent.
- **SUPPORTING CHARACTER:** Help a supporting character in their training: increase one of the supporting character's attributes or departments, or give them one extra focus or talent. A supporting character may not have more than six focuses or four talents.
- **SHIP SYSTEMS:** Adjust one of the ship's systems. Reduce one system by 1 and increase another system by 1. You may not increase a system to above 11, nor reduce a system to below 6.
- **SHIP DEPARTMENTS:** Reduce one department by 1 and increase another by 1. You can't increase any department to more than 4 in this way, nor can you reduce a department below 1.
- **SHIP TALENTS:** Swap one of the ship's talents, with the ship removing some specialized systems to make way for others. Choose one of the ship's talents and replace it with a new one.

.:CHARACTER ARCS

Each milestone is built on calling back to prior experiences and being influenced by them. **Character arcs** are the next step of that, showing how a character has developed over a longer stretch of time and several important events.

When you make a call back to a previous adventure, you may gain an additional benefit if that previous adventure was a milestone, creating a character arc. You can only get this additional benefit a few times, as they represent momentous and significant events in the character's life, and moments like that don't come along very often.

Each character arc is a string of adventures connected by a single value. At a minimum, this will be three adventures: an initial one where you used that value, a milestone where you called back to that initial adventure, and the third one which calls back to that milestone. However, each time you complete a character arc, it takes more time and effort to complete the next character arc.

▷ PLAYER-FACING ADVANCEMENT

This system of milestones is designed so a main character's advancement is driven by the player, rather than something which happens passively in the background or at the gamemaster's discretion. All the decisions made when adding a log entry, reaching a milestone, or completing a character arc are made by you, the player, and they all stem from the decision to use a value.

As you begin each session with 1 Determination, you always have the potential to use at least one value or Directive in every mission, so there should always be at least a little potential for growth if the character plays an active part in the mission.

The gamemaster can help you along by creating and suggesting opportunities where a value might be useful, but ultimately, the power to guide your character's growth rests in the hands of one person: **you**.

ALEXEY CHERNIK

When you complete a character arc, you may change your character using one of the options below *instead* of one of the normal milestone options.

- **ATTRIBUTES:** Choose a single attribute and increase it by 1. You may not increase an attribute above 12.
- **DEPARTMENTS:** Choose a single department and increase it by 1. You may not increase a department above 5.
- **VALUE:** You may create one additional value for the character.
- **SHIP'S SYSTEMS:** Choose one of the ship's systems and increase it by 1. Each system may only be increased by 1 by any character using a milestone.
- **SHIP'S DEPARTMENTS:** Choose one of the ship's departments, and increase it by 1, to a maximum of 5. Each department may only be increased by 1 in this way.
- **SHIP'S TALENTS:** Select one additional talent for the ship, which may ignore the normal maximum number of talents a ship may possess.

Further, the total number of missions required to make up a character arc increases by 1 for each character arc you've already completed: so, while the first character arc you complete is made up of three missions, the second must include four, the third must include five, and so forth.

REPUTATION

A PERSON'S **REPUTATION** IS VITAL. IN CULTURES which have grown beyond material acquisition and scarcity, reputation is almost a currency, while in cultures that still prize material wealth, reputation is often pivotal in attaining more wealth. It shapes how a person's peers and superiors regard them, and in turn influences the kinds of opportunities and considerations they receive.

In Starfleet and similar organizations, a certain standard of behavior is expected of officers and crew alike, and those standards increase with rank and responsibility.

A main character has a **Reputation** rating, which is an approximate measure of how their peers and superiors regard them. This is not merely a passive indicator: it can serve as a limited defense against the accusations and challenges of others and allow the character greater leeway and freedom to act.

A main character begins play with a Reputation rating of 3.

.:DEFINITION

Under normal circumstances, a character's Reputation serves as a basic guide for how well-regarded they are among others within their species or organization. It should serve as a guideline for how others—outside the character's ship and crew—view the character, based on mission reports, official records, rumor, and hearsay. It's unlikely to influence people the character knows personally, as they'll have formed their own opinions, but it will influence the views of those who haven't yet met the character, as well as influencing the most formal interactions.

When you attempt a task to convince, persuade, or otherwise interact with someone who knows you by reputation alone, you may use your Reputation instead of a department rating to create your target number, as you allow your deeds and renown to speak for you. Obviously, you cannot do this if you are disguised or attempting to pretend to be someone else.

.:EFFECTS

Naturally, Reputation is not fixed; it changes as you face new challenges and the consequences of your decisions. Actions in keeping with the traditions and values of the Federation (or whatever culture your game centers on) may increase your Reputation, while choices and outcomes which reflect poorly upon your ship and your culture may reduce your Reputation and may even create other consequences.

Further, a character's reputation can be a source of benefits or problems during play. This is all resolved at the end of a mission.

At the end of a mission, the gamemaster should consider the outcome of the mission, the decisions that were taken, and decide which factors may influence a character's Reputation. The gamemaster is the final arbiter of whether an action has a positive or negative influence upon a character's Reputation, but the simplest method is a list

.:REPUTATION

REPUTATION	INFLUENCE (STARFLEET OR SIMILAR)	INFLUENCE (CIVILIAN)
0	You are barely fit to be called a Starfleet officer, and you have few, if any, chances left to redeem yourself and salvage your career. Further problems may see you discharged from the service or worse.	You are held in low regard by almost everyone who has ever heard of you. You're seen as untrustworthy, feckless, or worse. People would generally prefer if you moved on quickly.
1	Your record is poor, and your future in Starfleet is questionable. You are viewed as dangerously prone to disobedience, insubordination, and needless recklessness. Further problems may result in significant disciplinary action.	You have a bad reputation, with a known habit of breaking the rules, ignoring instructions, and betraying the trust of those who've worked with you.
2	Your record is somewhat uncertain, and your performance is questionable. You are viewed as being too quick to disregard Starfleet's rules and regulations, occasionally insubordinate, or you have gained a reputation for unnecessary recklessness.	Your reputation is somewhat sketchy, and many people you encounter are at least a little dubious of what they've heard about you. You may have done some unsavory or illicit things in your past.
3	Your record is solid, and your performance is satisfactory. This is the default state for a new character's Reputation.	You have an unremarkable, but solid reputation. You're unexceptional, yet few if any have anything bad to say about you either.
4	You have a fine record, including a few commendations for exceptional performance. You are viewed as a good and dutiful officer or crewperson, and your expertise and perspectives are worthy of consideration.	You have a good reputation, and you're known for being diligent, capable, and trustworthy.
5	You have an exemplary record, including numerous commendations and decorations for acting above and beyond the call of duty. You are the finest that Starfleet has to offer, and you are given greater discretion in how you carry out their duties.	You're thought of highly among those in your field, and your peers value your insights and recommendations.

▷ ADAPTING REPUTATION

The positive and negative influences in this section are largely focused on a Starfleet-style game, where the characters are Starfleet personnel and/or citizens of the Federation. However, these Reputation rules can be adjusted to suit a variety of cultures by changing the name of the rating (to "Glory," perhaps) and adjusting the list of questions asked of characters with each mission.

of simple yes-or-no questions. The gamemaster may add questions as they see fit, and published missions may include additional questions specific to that mission. This should still be done even for a character who was slain during the mission, as the dead rely on their reputation and honor just as much as the living do.

There are more potential negative influences than there are positive influences, as they are meant to represent a standard that individuals must strive to uphold. It should, at times, be a struggle to uphold the principles of Starfleet and the Federation, and it is a test of character to retain one's principles even in difficult times.

POSITIVE INFLUENCES

Answering yes to the following questions are considered positive influences:

- Was your mission successful?
- Did you positively use one or more of the mission's Directives?
- Did you obey the orders given to you by your superiors?
- Did you prevent combat from occurring, or avoid escalating hostilities?
- Did you establish common ground or peaceful cooperation with those who were newly encountered or who were previously hostile to you?
- Did you directly contribute to saving the lives of innocent people or your fellow crew?
- Did you take all reasonable action to render aid to those in urgent need or distress?

NEGATIVE INFLUENCES

Answering yes to the following questions is considered a negative influence on the character's Reputation:

- Was your mission a failure?
- Did you challenge one of the mission's Directives?
- Were you disobedient to your superiors?
- Were personnel under your command killed during the mission?
- Did you employ force to any ends other than the defense of self, ship, crew, or innocent life?
- Did you employ lethal force during the mission?
- Did you take any unnecessary risks during the mission?
- Did you cause, or allow through inaction, innocent lives to be lost during the mission?
- Did you lie, cheat, threaten, or coerce others to achieve objectives during the mission?
- Did you permit a colleague or subordinate to act unethically or illegally during the performance of their duties?

.: THE REPUTATION ROLL

Once the questions have been asked, and any positive and negative influences have been counted out, make a Reputation roll.

1. **Determine Target Number:** Your target number for this roll is equal to 7 plus your Reputation.
2. **Set Difficulty:** The Difficulty of this roll is equal to the number of negative influences you have.
3. **Assemble Dice Pool:** Roll a number of d20s equal to the number of positive influences you have. Unlike a normal task, there is no maximum number of d20s for this roll.
4. **Check for Successes:** Each d20 which rolls equal to or less than your target number generates 1 success.
    - Any d20 which rolls equal to or less than your Reputation rating will generate 2 successes instead.
    - Any 20 rolled is a complication, which may generate Reprimands if you fail the Reputation roll. If you've already got Reprimands left over from prior adventures, then your chance of a complication is higher.
5. **Compare to Difficulty:** If the number of successes you scored is equal to or higher than the Difficulty, then you've acted properly. If the number of successes you scored is less than the Difficulty, then you will be reprimanded.
    - Each success scored above the Difficulty becomes a point of Acclaim, which you may spend on various benefits.
    - If you're dishonorable, then you suffer 1 Reprimand for each success you scored less than the number needed, plus one extra Reprimand for each die that rolled a 20.
6. **Outcome:** Spend any Acclaim you've gained, or any Reprimand you've suffered.

When making Reputation rolls, it is best to have the commanding officer make their roll first, as the results of their roll may impact the rolls of other characters.

.: REPRIMAND CHANCE

REPRIMAND TOTAL	CHANCE OF SUFFERING A REPRIMAND
0	20
1	19–20
2	18–20
3	17–20
4	16–20
5+	15–20

▷ NOT A NORMAL TASK

A Reputation roll resembles a task in several ways: you have a target number and a Difficulty, you roll several d20s, and you count successes to try to match that Difficulty. However, strictly speaking, it isn't a task.

Tasks have a few constraints and constants to them, such as the minimum and maximum number of dice rolled, or the Difficulty tending to be 5 or less, which do not apply to Reputation rolls. This is a roll specifically representing the various actions a character has taken, and to that end, it can differ from a normal task by allowing a higher Difficulty than a task would normally have, or by letting the player roll fewer than 2d20 or more than 5d20 if the circumstances suit it.

.: USING ACCLAIM

You gain Acclaim when you are deemed to have acted properly, honestly, and in good faith, and it is a powerful tool to help further your character's career and achieve their ambitions. Acclaim must be spent immediately—nobody can coast on past successes—but it can be spent as you see fit using any of the options presented in this section. You may use any of the options below as many times as you wish.

- **AWARDS:** Acclaim may be used to purchase awards, which provide limited, but potent benefits to those who achieve them. Each award has a different cost and may have additional requirements. A selection of Starfleet awards is presented below, and gamemasters are encouraged to devise their own.
- **COMMEND ANOTHER:** If you are the commanding officer, you may spend 1 Acclaim to commend another main character in the group. This counts as one extra positive influence on the character's reputation roll, and it must be done before that character rolls.
- **ELEVATION:** A character who is a non-commissioned officer may receive a battlefield commission and become an officer, by spending 3 Acclaim. If the commanding officer refuses, no Acclaim is spent. The gamemaster chooses the new officer's initial rank.
- **GAIN FAVOR:** With renown comes the attention of others. You may spend Acclaim to obtain a favor from an NPC you encountered during the adventure (who cannot be an enemy). This costs 1 Acclaim normally, but the cost increases by 1 if the NPC is not from Starfleet, by 1 if the NPC commands a starship (or has similar status), or 2 if the NPC is an admiral, general, ambassador, or other high-ranking figure. These increases in cost can be combined: getting a favor from a foreign ambassador costs 4 Glory, while a favor from the chief operations officer on a Federation starbase only costs 1.
- **INCREASE REPUTATION:** You may increase your Reputation by 1, by spending Acclaim equal to the Reputation you are increasing to (that is, increasing Reputation from 3 to 4 costs 4 Acclaim). You may only use this at most once per adventure.
- **PROMOTION:** A character may be promoted to a higher rank, by spending 3 Acclaim. If the commanding officer refuses, no Acclaim is spent. A commander may not promote anyone to commander or above, and a captain may not promote anyone to captain or above.
- **STATUS:** With the gamemaster's assistance, create an additional trait for the character, which reflects their achievements, recognition, or special status, or remove a trait which represents something negative or detrimental to the character. If the character is a commanding officer, then they may add a trait to their ship instead. This costs 3 Acclaim.

AWARDS

AWARDS ARE ISSUED IN RECOGNITION OF HONORable and distinguished achievements, often during ceremonies before an audience of their peers, friends, and family. These awards are accompanied by a medal or other decoration and may mean induction into a ceremonial organization. The physical medal or decoration is seldom worn on a duty uniform but is worn on dress uniforms.

Each award has a listed cost in Acclaim, and a condition which must have been met during the mission(s) relevant for the award: if the condition was not met, the character cannot purchase the award.

.:CHRISTOPHER PIKE MEDAL OF VALOR

A prestigious medal awarded to Starfleet officers in recognition of remarkable leadership, meritorious conduct, and acts of personal bravery, named for legendary Starfleet officer Christopher Pike. Prior to the 2260s, similar medals existed under different names.

- **COST:** 4
- **CONDITIONS:** The character must be an officer in a command or leadership position who led their crew in a succession of several difficult missions, and who faced personal danger on at least two of those missions.
- **BENEFIT:** Once per mission, when the character uses the *Direct* task, they may treat their d20 as if it had rolled a 1.

.:COCHRANE MEDAL OF EXCELLENCE

The Cochrane Medal of Excellence is awarded by the Zefram Cochrane Institute for Advanced Theoretical Physics to Starfleet officers and cadets who perform outstanding feats in various fields of science and engineering.

- **COST:** 3
- **CONDITIONS:** The character must have significantly contributed to a field of scientific study or engineering, such as making and documenting an important discovery, or finding a solution to a long-standing problem.
- **BENEFIT:** Select a single focus the character possesses, which must relate to the scientific or engineering field they earned the medal for. Once per mission, when the character spends a point of Determination on a task involving that focus, the character may select two benefits of spending a point of Determination instead of one.

.:GRANKITE ORDER OF TACTICS

The Grankite Order of Tactics is awarded to new members of the Grankite Order, a ceremonial order within Starfleet recognizing officers who demonstrate exceptional tactical acumen.

- **COST:** 3
- **CONDITIONS:** The character must have demonstrated exceptional skill and tactical thinking during combat or some other crisis, which directly contributed to the success of the mission or the survival of the ship and crew.
- **BENEFIT:** Once per mission, when the character creates a trait that reflects or represents some strategy or tactic, they may automatically add a level of **Potency** to that trait.

.:KARAGITE ORDER OF HEROISM

The Karagite Order of Heroism is awarded to new members of the Karagite Order, a ceremonial order within Starfleet recognizing officers who demonstrate exceptional heroism in defense of the Federation and its people.

- **COST:** 3
- **CONDITIONS:** The character must have personally faced extreme danger and overwhelming odds in combat or a similar crisis, and both survived and succeeded in defending a Federation world or outpost from loss or destruction.
- **BENEFIT:** Once per mission, when the character would suffer an Injury, the character may *Avoid the Injury* for free. Alternatively, once per mission, when the character's ship would suffer one or more breaches, the character may spend 2 **Momentum** (Immediate) and suffer a complication to ignore one of those breaches. Only one of these benefits may apply in any given mission.

.:LEGION OF HONOR

The Legion of Honor is a commendation given to Starfleet personnel who have acted in a way that exemplifies the best qualities of Starfleet.

- **COST:** 4
- **CONDITIONS:** None
- **BENEFIT:** Once per mission, the character may perform one of the following: gain 2 bonus Momentum on a successful task (bonus Momentum may not be saved), or ignore a single complication suffered on a task (choose to do this before the gamemaster announces the complication's effect).

.:PALM LEAF OF (X) PEACE MISSION

Palm Leaves of this sort are commendations awarded to Starfleet officers who participate in successful peace missions, such as that to the planet Axanar in the 23rd century. In each case, the award includes the name of the peace mission.

- **COST:** 3
- **CONDITIONS:** The mission in which this award was earned must have involved securing peace between warring nations, or the signing of a peace treaty. All characters involved in the mission are eligible.
- **BENEFIT:** Once per mission, when attempting a *Persuade* task to prevent violence, the character may automatically succeed at the task by spending Momentum equal to the task's Difficulty.

.:STAR CROSS

The Star Cross is a medal awarded to Starfleet personnel for distinguished actions.

- **COST:** 3
- **CONDITIONS:** None
- **BENEFIT:** Once per mission, before attempting a task that one of their focuses applies to, the character may choose to double their focus range. For that task, the character scores two successes for any die that rolls equal to or less than *twice* their department rating (for example, if the character has a department rating of 4, any die that rolls an 8 or lower scores two successes for that task).

.:STARFLEET CITATION FOR CONSPICUOUS GALLANTRY

The Starfleet Citation for Conspicuous Gallantry is an award declaring an act of heroism by a Starfleet officer.

- **COST:** 2
- **CONDITIONS:** The character must have succeeded at a particularly heroic, risky, or daring action during the mission.
- **BENEFIT:** Once per mission, when the character pays for an Immediate Momentum spend by adding Threat, they may roll 1d20. If the result is equal to or less than the character's Daring, 1 Threat is immediately removed from the gamemaster's pool.

.:STARFLEET DECORATION OF GALLANTRY

The Starfleet Decoration of Gallantry is a medal awarded to Starfleet officers who show extreme bravery in the line of duty.

- **COST:** 2
- **CONDITIONS:** The character must have faced an extremely difficult or dangerous situation and triumphed despite the peril.
- **BENEFIT:** Once per mission, whenever the character suffers an Injury, halve the Severity of that Injury before avoiding it.

.:STARFLEET MEDAL OF HONOR

The Starfleet Medal of Honor is a medal for valor presented to Starfleet personnel who are deemed to have acted above and beyond the call of duty.

- **COST:** 5
- **CONDITIONS:** None. It is possible to earn this medal multiple times.
- **BENEFIT:** Once per mission, the character may gain 2 bonus Momentum on a successful task (bonus Momentum may not be saved). If the character has earned this medal multiple times, this benefit may be used once per mission per Medal of Honor the character has earned, but no more than once per task.

.: STARFLEET SURGEONS' DECORATION

This is a special medal for valor awarded exclusively to Starfleet medical personnel for acts above and beyond the call of duty.

- **COST:** 3
- **CONDITIONS:** The character must be a Medical officer of some description, who acted above and beyond the call of duty in an attempt to save a patient or patients or otherwise alleviate some medical crisis.
- **BENEFIT:** Once per mission, the character may reduce the Difficulty of a single Medical task by 2, to a minimum of 1.

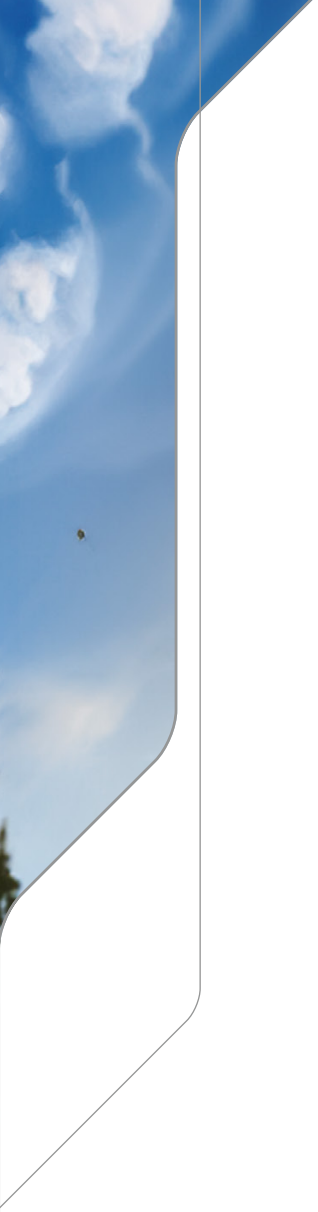
REPRIMANDS

YOU SUFFER REPRIMANDS WHEN YOU ARE deemed to have acted inappropriately.

When you gain one or more Reprimands, you *must* purchase one of the options listed below, but you do not have to spend all of it immediately: you can leave some Reprimands unspent, as a stain upon your reputation. Reprimands not used increases the chances of gaining more Reprimands on subsequent Reputation Rolls, as noted on page 171.

.: REPRIMANDS

TYPE	COST	DESCRIPTION
COURT MARTIAL	5	You are arrested and placed on trial for your actions. You have the right to legal counsel in your defense, and the court martial proceedings should be resolved in-game. The court will determine guilt or innocence, and pass sentence, which can include dishonorable discharge from Starfleet and long-term incarceration in a penal facility (which would usually require retiring the character and creating a new one).
DEMOTION	3	You may accept demotion from your current rank, having proven yourself unworthy of the status you attained. Reduce your rank by one step (i.e., from commander to lieutenant commander, or from lieutenant to lieutenant (junior grade), etc.).
DETENTION	2	You are stripped of your duties and locked away for a short duration, forced to contemplate your Reprimands in isolation. A character in detention cannot be used: you must use a supporting character instead during the next mission.
GAIN ANTIPATHY	Variable	Poor conduct earns enmity and makes enemies. You may declare an allied NPC you encountered during the adventure regards you poorly. This uses 1 Reprimand normally, but the cost increases by 1 if the NPC commands a starship (or has similar status), or 2 if the NPC is an admiral, general, or other high-ranking figure.
REDUCE REPUTATION	Variable	You may reduce your Reputation by 1, using Reprimands equal to the Reputation you previously held (that is, reducing Reputation from 3 to 2 costs 3 Reprimands). You may only use this once per adventure.
SHAME BY ASSOCIATION	2	If you are the commanding officer, you may stain the reputation of others aboard your ship. This counts as one extra negative influence on each other main character's reputation roll, and it must be done before those characters roll.
STATUS	3	With the gamemaster's assistance, create an additional trait for the character, which reflects their dishonor, cowardice, or disgrace, or remove a trait which represents something positive. If the character is a commanding officer, they may add a trait to their ship instead.
STRIPPED OF AWARD	Variable	If you have one or more awards, you may remove one or more of them to remove Reprimands; each award removed uses Reprimands equal to its cost.



CHAPTER 5

YOUR HOME AMONG THE STARS

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JUSTIN USHER

.:CHAPTER 5.1

STARSHIP FUNDAMENTALS

"ADMIRAL, THIS IS AN ALMOST TOTALLY NEW ENTERPRISE. YOU DON'T KNOW HER A TENTH AS WELL AS I DO."

- CAPTAIN WILL DECKER

RODRIGO GONZALEZ TOLEDO

LT. COMMANDER BURK VEN JAXA

I'm Lieutenant Commander Burk ven Jaxa, but you can call me Burk. I'm the chief engineer aboard Challenger. *I've been asked to guide you through this chapter, which is all about starships.*

Your ship is your home, your defense, your place of work, and, often, your place of leisure and entertainment. Your ship is every bit as important as any crew member on board. Let's lay some groundwork about starships first, then get 'under the hood', to use an old Earth phrase.

OPERATING A STARSHIP IS SIMILAR to how characters act and interact. The rules for tasks and challenges equally apply to a character aboard a starship or space station, and many of the activities a character engages in aboard ship are resolved the same way they would be if on the surface of a strange new world.

Actions taken aboard a starship are no different to actions taken anywhere else. A starship is a location within which the action takes place, rather than an active element of that action. The tools and resources available to the crew can provide a significant benefit they wouldn't have elsewhere. For actions taken aboard a ship, there are no innate or inherent benefits, though there may be some depending on *where* aboard the ship the actions are attempted and what facilities the ship has available.

- Many shipboard locations have a **location trait** representing that specific location's function and the tools found there. For example, a **sickbay** contains tools and facilities for medical procedures, while a **transporter room** contains a ship's transporter systems.
- Some shipboard locations have additional game mechanics effects, which are described starting on page 186.

Actions taken with a starship always benefit from the ship's presence and nature, because the ship is how the actions are taken. These activities involve the use of control systems within the ship to make the ship do something, such as moving between planets, firing torpedoes, or scanning celestial phenomena. These actions usually influence something external to the ship, rather than something inside it.

- When a task is needed for an action taken using a starship, it is typical for the ship itself to **assist**, rolling a d20 against its own target number and contributing any successes or complications to the character performing the action.
- A starship determines its **target number** by adding together one ship system rating and one ship department rating.
- A starship treats every task it attempts or assists with as if it had an applicable **focus**. As a result, any d20 rolled on behalf of the ship rolling equal to or less than the relevant ship's department rating scores 2 successes.
- Except with the gamemaster's permission, no more than one character may assist on a ship action (the character being assisted is aided by the ship and up to one other character).
- A ship action may be further bolstered using **Reserve Power**, described on page 185.

JUSTIN USHER

STARSHIP DETAILS

LIKE CHARACTERS, STARSHIPS ARE REPRESENTED using several mechanical elements, such as **traits**, **systems**, **departments**, **focuses**, and **talents**.

STARSHIP TRAITS

A starship typically has one or more **traits**, which help define what the ship is and what it can do, and they can be employed in the same way as traits for a location or situation, such as to increase or reduce the Difficulty of tasks.

Different cultures manufacture their ships in myriad different ways, and a **cultural trait** can encapsulate those many little differences. A ship may have additional traits reflecting other definitive elements of its construction or purpose—such as the ship's class—or even the influence of events the ship encountered.

Traits are neutral and may be applied both positively and negatively. There is no fixed number of traits a ship may have. Traits and their effects upon play are detailed on page 250.

> ***EXAMPLE:*** *The* Galaxy*-class* U.S.S. Enterprise*, NCC-1701-D, has four traits:* ***Federation Starship***, ***Galaxy class***, ***Federation Flagship***, *and* ***Fifth Ship to Bear the Name****. The first trait is the ship's origin—it is a Federation starship, and anything affecting Federation technology in a certain way, is impacted by this trait. The second trait is the ship's class, which may impact the perceived prestige of the vessel or indicate some practical realities, such as the ship's dimensions and general capabilities. The third trait reflects the fact that the* Enterprise *is an honored and prestigious vessel, and thus may impact how others perceive her and her crew. The fourth trait notes the* Enterprise *is the latest vessel in a long and famous lineage, and those who know that history may regard the ship and her crew differently than they might another ship.*

.:STARSHIP SYSTEMS

Each starship is defined by six systems, which are similar to a character's attributes. They embody the ship's intrinsic capabilities compared to other vessels, and the ways in which those capabilities are best employed. The systems are **Communications**, **Computers**, **Engines**, **Sensors**, **Structure**, and **Weapons**. Each system has a rating which determines its measure, with higher numbers reflecting greater utility.

Characters may encounter situations in which more than one of their ship's systems apply. In these cases, it is important to consider the context of the situation and how the character chooses to approach the problem. The gamemaster may choose which system is most applicable to a situation if more than one could be used.

The following matrix defines each system and offers suggestions on how each system might be used.

SYSTEMS AND THEIR SUGGESTED USES

COMMS

This system encompasses the transmission, encryption, decryption, and retrieval of subspace signals on a range of frequencies, as well as a range of other forms of signal transmission and reception. Any task that involves or relies upon communications systems should use **Communications (Comms)**.

A character might use a ship's **Communications** when:

- Attempting to clear up a signal distorted beyond all recognition, to determine its origin or content.
- Attempting to glean specific information from amongst an abundance of signals.
- Trying to generate interference to block or jam other signals.
- Trying to coordinate many allied vessels during a crisis.

COMPUTERS

This system represents the ship's library and operational computer systems, from the duotronic systems of the 23rd century, to the isolinear and bioneural systems of the 24th century, onward to the advanced technologies found in the 32nd century. Any task that relies on the processing power and data storage of the ship's computers uses **Computers**.

A character might use a ship's **Computers** when:

- Attempting to retrieve or research information stored within the ship's library.
- Analyzing information gathered during an experiment or scan.
- When creating a simulation of a situation or effect to try to predict how it will unfold.
- When trying to remotely perform some complex activity using automation.

ENGINES

This system covers the propulsion and power generation systems of the vessel, and its ability to move and maneuver through space. This includes thrusters, impulse engines, and warp drive, as well as reactors, generators, and related systems such as the navigational deflector. Any task that relies on moving the vessel under its own power uses **Engines**.

A character might use a ship's **Engines** when:

- Attempting to maneuver the ship.
- Trying to increase the ship's power output.
- Trying to project a particle stream or form of energy from the navigational deflector.
- Attempting to pursue another vessel that is moving significantly faster.

.:STARSHIP DEPARTMENTS

In addition to the six ship systems, each ship is equipped to support six departments, which encompass the various mission profiles, specialties, and personnel each ship carries. Each department is rated from 0 to 5, with each rating representing resource allocation, technology, and crew proficiency within that field. It is a rare for a starship not to have at least a value of 1 in every department—vessels are expected to fulfill a variety of roles and carry out a wide range of missions.

The six departments mirror those used by characters—**Command**, **Conn**, **Engineering**, **Medicine**, **Science**, and **Security**—and their rating represents how much support those fields receive aboard the ship. Each department covers a wide range of activities, and some activities may fit under more than one department, so which one is most applicable to a given task depends on the circumstances in a given scene more than anything else.

SENSORS

This system covers the vessel's sensor suites and probes, allowing it to scan and monitor its surroundings, and the scientific systems that interpret that data. It also relates to transporters, as they are tied into a ship's sensors. Any task that involves scanning and analysis using the vessel's sensor arrays should use **Sensors**.

A character might use a ship's **Sensors** when:

- Attempting to gain information about an object or phenomenon using the ship's sensors or a probe.
- Attempting to beam a creature or object to or from a location.
- Using internal analytical systems—such as those found in laboratories or sickbay—to study an object or creature in depth.
- When attempting to locate an intruder or foreign force moving within the ship.

STRUCTURE

This system covers the physical construction of the vessel, from its hull and superstructure to the structural integrity field and inertial dampeners, as well as thermal and radiation shielding, and all aspects of the ship's basic operational infrastructure, including life support systems, and artificial gravity. Any task that involves the physical construction of the vessel or its protective systems uses **Structure**.

A character might use the ship's **Structure** when:

- Attempting to reinforce the ship against an external threat or hazard.
- Altering life support to produce specific environmental conditions in a specific compartment or section.
- Engaging in activity where maintaining the ship's integrity is vital.

WEAPONS

This system covers the tactical and offensive systems of the vessel, normally phasers or disruptors, plus torpedo launchers, and maybe even other weapons besides. Any task that involves attacking a target uses **Weapons**.

A character might use the ship's **Weapons** when:

- Attempting to fire on another vessel.
- Destroying an object or obstacle.
- Modifying a weapon system to produce an unusual or alternative effect.

The matrixes on page 183-page 184 present suggestions on how each ship system might interact with each of the six ship departments.

.:STARSHIP FOCUSES

Due to their size, advanced technology, and competent crews, starships can be adapted to a wide range of activities and operations. Unlike a character, a starship does not have focuses, but instead treats every task it attempts or assists with as if it had an applicable focus. As a result, **any d20 rolled on behalf of the ship rolling equal to or less than the relevant ship's department rating scores 2 successes.**

> ***EXAMPLE:*** *Lieutenant Ortegas attempts to maneuver the* Enterprise *through the tail of a comet while evading enemy weapons fire. She uses* ***Control + Conn*** *to determine her target number, and is assisted by the ship's* ***Engines + Conn****. For the ship's assist die, any result equal to or less than the* Enterprise*'s Conn rating scores 2 successes.*

.:STARSHIP TALENTS

Starships have **talents**, usually representing areas of design and equipment focus. Ship talents provide similar benefits as character talents, but the context is determined by the starship rather than by character behaviors. Starbases and some small craft also have talents. For more detail see **STARSHIP TALENTS**, starting on page 218.

.:SCALE

Vessels come in a wide range of sizes, from tiny shuttlecraft to stately cruisers and grand battleships. A vessel's **Scale** is a representation of its size, and it influences several other starship ratings. Scale is a number, typically between 3 and 6 for most vessels, with larger numbers representing bigger ships. Most vessels fall into this range, though some exceptional craft—such as Borg cubes—may be larger, while Scale 1 and 2 are exclusively used for small craft such as shuttles and runabouts. Starbases and space stations tend to have a much higher Scale rating.

A starship's Scale is used to determine several game mechanics elements, but it relates most importantly to the ship's Resistance—a ship with a greater Scale can resist attacks more easily and withstand greater amounts of damage before systems are damaged or destroyed.

.:STARSHIP SCALES

SCALE	EXAMPLE VESSELS
1	Shuttles, fighters, worker bees
2	Runabout, Maquis raider, many types and classes of civilian vehicles
3	*Defiant*-class starship, Jem'Hadar attack ship, *B'rel* bird-of-prey, some freighters
4	*Constitution*-class starship, *Intrepid*-class starship, *Galor*-class cruiser, Klingon D7 battlecruiser
5	*Akira*-class starship, *Excelsior*-class starship, *Sovereign*-class starship, *K'vort* bird-of-prey, *Vor'cha* cruiser
6	*Galaxy*-class starship, *Negh'var* battlecruiser, Jem'Hadar battlecruiser
7	*D'deridex*-class warbird, *Odyssey*-class starship, Borg Sphere
8+	Borg Cube, Voth city-ships, Earth Spacedock, Deep Space 9, Narendra Station, and most other starbases and space stations

SYSTEM AND DEPARTMENT INTERACTIONS

COMMAND

Command is the professionalism and organization of the ship's crew and its chain of command. It also represents how well the ship represents the virtues and nature of its culture, and conveys those things to both allies and outsiders.

- **Communications**, to make an appropriate first impression when contacting others, or to coordinate effectively with other allied vessels during a crisis.
- **Computers**, to study the culture of another culture for a diplomatic briefing, or to research matters of law and regulation.
- **Engines**, to fly in precise formation, or on a precise course.
- **Sensors**, to scan or monitor a vast area in close co-ordination with other vessels, or to try to discern the disposition (friend or foe, etc.) of an unknown vessel.
- **Structure**, to present a particular disposition to another vessel or culture, or to adjust the internal conditions of part of the ship to suit a guest or visitor.
- **Weapons**, to fire a 'warning shot' to dissuade a hostile vessel or when using weapons to produce spectacular displays without inflicting damage.

CONN

Conn is the quality of the ship's flight control and astronavigation systems, as well as the expertise of its flight crews and the maintenance personnel responsible for maintaining those systems.

- **Communications**, to relay a plotted course, or detailed astrometric data, to another ship, either in advance or in real-time during travel.
- **Computers**, to study the astronomical phenomena and spatial variations present within a region, and to plot a course using that data, using the ship's library and records.
- **Engines**, for most routine flight and maneuvering operations, as well as emergency maneuvers.
- **Sensors**, to analyze the astronomical phenomena and spatial variations present within a region, and to plot a course using that data.
- **Structure**, to adjust the course, heading, and speed of a vessel in a situation where the ship's integrity is under strain, or to alter the ship's orientation to present a more resilient facing.
- **Weapons**, to maneuver the ship in such a way as to maximize the effectiveness of the weapons.

ENGINEERING

Engineering represents the quality and quantity of the ship's engineering and other technical personnel, as well as the tools and facilities they work with.

- **Communications**, to alter the communication systems to break through interference or function on a non-standard frequency.
- **Computers**, to research technical schematics within the ship's library, or to create a simulation of a device or mechanism to test its function.
- **Engines**, to adjust the output of reactors or propulsion systems, to produce a different effect.
- **Sensors**, to perform diagnostics of a particular system on the ship, or to operate the ship's transporter.
- **Structure**, to reinforce or alter the effects of the ship's defenses, structural integrity or inertial dampener systems.
- **Weapons**, to alter weapon systems to overcome an unfamiliar form of defense or shielding, or when using weapon systems for precision cutting.

SECURITY

Security represents the skill, training, and numbers of the ship's security personnel, as well as other on-board security systems such as containment fields, and the refinement and calibration of tactical systems.

- **Communications**, to encrypt or decrypt classified information, or to intercept transmissions from others.
- **Computers**, to create combat or tactical simulations, or to use library archives to research the military capabilities of other vessels or cultures.
- **Engines**, to overcharge tactical systems (weapons, shields, etc.) to create a greater effect.
- **Sensors**, to try to discern the tactical capabilities of another vessel, or to detect the presence of intruders aboard their own ship.
- **Structure**, to alter or reinforce the ship's shields against a specific threat, or to control the use of internal force fields to contain intruders.
- **Weapons**, to make attacks with the weapon systems against an enemy.

MEDICINE

Medicine represents the ship's medical facilities (sickbay, and laboratories), as well as the personnel—doctors, nurses, lab technicians, orderlies—who work there. Most of the uses of Medicine are internal to the ship—making use of the facilities in the ship's sickbay—rather than being able to be projected outwards.

- **Communications**, to transfer large amounts of medical information, such as patient data, or the formula for a cure to a disease.
- **Computers**, to study the ship's medical databases, or to analyze samples and tests taken from a patient.
- **Engines**, to ensure a stable flow of power into sensitive medical equipment.
- **Sensors**, to diagnose the ailments of a patient using a bio-bed or other sickbay scanner, or to gain more detailed information about the nature of life-forms.
- **Structure**, to create force fields that can contain or filter airborne pathogens, or to create a controlled environment for quarantine purposes.
- **Weapons**, to design a biogenic or biochemical payload for a torpedo.

SCIENCE

Science represents the scientific personnel aboard the ship, their laboratories, their analytical facilities, and the other tools and systems available for analyzing data and studying the unknown.

- **Communications**, to attempt to translate or analyze an unknown language or form of communication, or to try to communicate with an unknown entity.
- **Computers**, to use the ship's library archives to perform scientific research, or to analyze the results of an experiment or simulation.
- **Engines**, to produce a specific, unusual effect with the navigational deflector, the warp field coils, or some other aspect of the power and propulsion systems.
- **Sensors**, to scan and analyze spatial phenomena using the ship's sensor arrays or a probe, or to examine and study samples using sophisticated equipment in the ship's laboratories.
- **Structure**, to create or implement a theoretical defense against an unusual threat or hazard, or to alter environmental systems to repel a parasite or other hostile entity.
- **Weapons**, to find the specific modulation, frequency, or setting for a weapon system to achieve a specific unusual effect.

.:RESISTANCE

Starships are designed to be resilient, for the rigors of space exploration are considerable, and a vessel may have to survive with little or no support for months or even years at a time. This durability—a mixture of the ship's hull and spaceframe composition, the effectiveness of the structural integrity field and deflector shields, and redundancies built into vital systems—is expressed as **Resistance**, which reduces incoming damage.

A ship's Resistance is equal to half its Scale (round up), plus a bonus based on the ship's Structure rating, as shown on the **Structure and Resistance** table.

> ***EXAMPLE:*** *The* U.S.S. Enterprise *NCC-1701-D has Structure 10 and is Scale 6. Thus, its Resistance is 5 (half of Scale 6 rounded up is 3, +2 for Structure 10).*

.:SHIELDS

Starships and starbases are commonly equipped with powerful deflector shields. These shields are designed to protect vessels from attacks and hazards, deflecting impacts and absorbing energy discharges. Shields are not impervious to harm, and sufficient force and power can weaken or even break through, damaging the hull and other systems beneath.

A starship or starbase has a **shields** rating, which is reduced when the ship suffers damage, and which can be replenished through the actions of the crew and with time. If a vessel suffers too much damage from a single attack or hazard, it also suffers serious damage, which impairs the ship's functionality until repaired.

A ship has shields equal to its **Structure** plus its **Scale** and **Security**, though other factors may modify this.

Shields have two breakthrough points similar to an **extended task** (see page 271 for more information on extended tasks): one at halfway along the track's length, and one at three-quarters of the way along the track. Shield breakthroughs are explained in more detail on page 308.

.:RESERVE POWER

Vessels can generate massive amounts of power, but much of that power is used for core systems such as computers, propulsion, life support, sensors, and shields. A ship has a finite reserve of energy, a surplus capacity which can be spent to bolster or reinforce ship actions, or which is held in reserve for emergencies. Managing this power can mean the difference between success and failure for a ship and her crew, and a skilled engineer can make the most of this valuable resource.

.:STRUCTURE AND RESISTANCE

SHIP'S STRUCTURE	RESISTANCE
6 or lower	+0
7-8	+1
9-10	+2
11-12	+3
13+	+4

A ship begins each scene with **Reserve Power**—something the ship either has or doesn't. The ship's systems are allocated sufficient energy from the reactors as a matter of routine. However, a character may take a *Reroute Power* major action (page 303) to divert Reserve Power to a specific system. If the action is completed, the next time the ship uses that system to assist on a task attempt, the ship's assist die is counted as if it had rolled a 1. However, each complication rolled counts as two complications instead, as the excess power overloads and damages systems.

A few actions cannot be taken unless Reserve Power is spent. These actions often have larger or more dramatic effects, or otherwise are things which cannot be performed frequently. When you use Reserve Power for these actions, the ship's assistance die is rolled as usual. The actions requiring Reserve Power include:

- **REGENERATE SHIELDS** (see page 303)
- **REROUTE POWER** (see page 303)
- **WARP** (see page 302)

Regardless of how it is used, Reserve Power can be used once per scene; regaining Reserve Power to use it again requires the *Regain Power* major action.

.:CREW SUPPORT

Starships require a significant number of personnel to function, and a skilled officer knows best when to assign those personnel to different problems. Characters often have the advantage of **Crew Support**, in the form of these personnel.

The total amount of Crew Support available is determined by the ship—each vessel has a finite amount of

▷ HOW MANY SHUTTLECRAFT DO WE HAVE?

One common question players may have is just how many shuttlecraft are stored aboard their starship or station. *Star Trek* technical manuals, online resources, and even specific episodes often note specific quantities of shuttlecraft for given classes of starships or stations. However, the series writers tend to ignore the listed quantities in favor of serving the story being told.

With the technologies and engineering know-how available to Starfleet officers and other spacefaring civilizations, gathering resources and fabricating replacement shuttlecraft are straightforward enough tasks to ignore the need to keep track of how many shuttles are aboard your vessel. The answer should usually be "as many as we need."

That being said, note that a ship's **capacity**—the number of small craft it can carry—is different than the ship's **Small Craft Readiness**—the number of small craft the ship can have activated in a scene.

crew on hand, most of whom will be busy on routine duties to keep the ship running, and form part of the background of the ship's standard activities. Spending Crew Support brings members of the crew from that mass of background activity into the forefront, putting focus on them and making them an active and significant part of a mission. Spending Crew Support to bring supporting characters into play is described on page 146.

A ship's standard allotment of Crew Support per mission is equal to the ship's Scale, but may be modified by other factors, such as talents.

.: SMALL CRAFT READINESS

A starship contains several smaller craft for moving personnel and cargo and for performing activities outside the ship (such as making repairs on the hull). While transporters have reduced the need for shuttlecraft, there are often circumstances where a shuttle is necessary.

A starship can support a finite number of active small craft missions: launch bays have a finite amount of space for operational craft, and a starship contains many more small craft than can be operational at once. The total number of small craft that may be active in a scene is represented by the ship's **Small Craft Readiness** rating, which is equal to the **ship's Scale minus 1**. A ship's Small Craft Readiness may be modified by other factors, such as talents.

> ***EXAMPLE:*** *The* U.S.S. Voyager *is Scale 4, so has a* ***Small Craft Readiness*** *rating of 3. The vessel can support three active small craft in any given scene. The ship may carry a dozen or more shuttlecraft, but it can support only three active small craft at a time.*

SHIP STATIONS AND FACILITIES

WHILE, IN THEORY, A STARSHIP COULD BE COMmanded from a Personal Access Display Device (PADD) while walking down a corridor, doing so would be complicated in practice. For the efficient running of a vessel, personnel should operate the ship from their duty stations. Where you are on a starship matters when it comes to what you're trying to accomplish.

.: THE BRIDGE

A ship is commanded from its bridge; nearly all aspects of starship operations can be directed from there, controlled by a selection of bridge officers. The bridge is home to several stations set up to control different starship functions, and each station is operated by a different officer, who all work together to control the ship. Specific actions characters can take at each station during a starship conflict are detailed starting on page 300.

Different ship classes often have different bridge configurations, but there are several common stations found on most bridges.

COMMAND STATION

Central to any bridge is the **Command station**, often a captain's chair. More than merely a centralized seat from which to oversee the bridge crew, most captain's

CRISTI BALANESCU

chairs are equipped with a limited set of controls, configured to the captain's needs. These controls often tie into internal communications, navigation, or some other function to which the captain desires quick access or additional oversight.

COMMUNICATIONS

While communications functions can be accessed from several different stations, many ships have a dedicated **comms station**; this is especially the case with ships in the 22nd and 23rd centuries. This station controls all internal and external communications systems. The communications officer is responsible for maintaining and updating the universal translator, monitoring nearby transmissions (including distress calls and signals from hostiles), handling secure or encrypted communications, and coordinating crew activities such as security responses and damage control teams.

These actions are usually assisted by the ship's **Communications + Engineering**. The specialized nature of the controls at this station are designed to enable complex tasks, so any Communications-related tasks performed at this station reduce their Difficulty by 1.

HELM

The **helm console**—often referred to as the conn—provides control over the ship's propulsion and maneuvering systems, and it is from here an officer pilots the ship. This console often also provides access to astronavigation and sensor systems, but some bridges have a separate navigation console, with a two-person helm and navigator team.

Characters at the helm can pilot the ship, directing where the ship goes and maneuvering it around hazards and dangers. These actions are usually assisted by the ship's **Engines + Conn**. If the helm also includes navigation, it allows a character to operate sensors and access star charts to plan a course to a specific destination.

MULTI-ROLE CONSOLES

Several stations on the bridge are designed to be configured to serve different purposes ...as the need requires. Common configurations include:

- **ENGINEERING:** A console duplicating the controls from main engineering. This console is often used to monitor engineering systems when close coordination between departments is vital.
- **ENVIRONMENT:** Access to the ship's environmental and life-support systems, allowing overrides of automatic processes, and fine control of the environmental conditions (temperature, gravity, atmospheric composition, etc.) in any section of the ship.
- **MISSION OPERATIONS:** A dedicated display of telemetry and other information related to a specific mission currently underway, such as information gathered by an away team's tricorders.

Setting up a multi-role console to a specific purpose is accomplished by creating a trait, which reduces the Difficulty of tasks attempted that relate to that console's purpose by 1.

> ***EXAMPLE:*** *While pursuing a Borg Cube headed for Earth, Lieutenant Commander La Forge moves from main engineering to the bridge, and transfers control of engineering systems to a bridge console. To do this, he creates the trait "Engineering Console," which allows him to perform actions relating to main engineering from the bridge.*

OPERATIONS

The **operations management station**—often simply called Ops—controls many of the ship's internal systems, including managing the allocation of power and computing resources to different departments aboard the ship. It also incorporates communications systems and the ship's sensors, allowing the officer stationed at Ops to monitor the ship's situation.

Characters at the operations console can operate internal ship functions, such as allocating power to different systems, operating transporters, adjusting environmental systems, and regenerating shields. These actions are usually assisted by the ship's **Computers + Engineering**.

SCIENCE

On the bridge, the **science station** serves to provide detailed information about all manner of phenomena, both those detected by the ship's sensors and those recorded within the ship's library computers.

Characters at the science station have full access to and control of the ship's sensor arrays and probes, and detailed controls and displays to analyze the information received. These actions are usually assisted by the ship's **Sensors + Science**. They also allow full access to the ship's library computers, allowing detailed research, which can be assisted by the ship's **Computers + Science**. The specialized tools and controls available here are ideal for this kind of work, reducing the Difficulty of these tasks by 1.

TACTICAL

The **tactical console** operates the ship's offensive and defensive systems: the weapons and shields, as well as related systems such as tractor beams. Many tactical stations also allow the officer to monitor and coordinate the ship's internal security, including operation of communications—information security, handling of encrypted signals, and intercepting enemy transmissions—as well as coordinating security teams, internal doors, and forcefields. These actions are usually assisted by the ship's **Weapons + Security**.

.: CARGO BAY

All ships have resources the crew needs during their operations, and these are stored within a **cargo bay**, cargo hold, or cargo deck. Some resources may be intended for delivery to a specific destination, while others are for consumption by the ship and her crew (commonly referred to as "ship's stores").

Cargo bays are often fitted with cargo transporters—functionally the same as personnel transporters but set to a lower resolution for bulk transport of inanimate cargo, and unsuitable for living beings—which allows them to be loaded and unloaded quickly and easily.

Most cargo bays can be transformed into other spaces as required; turning them into triage or emergency medical facilities is common during a crisis, as is using them as emergency quarters for evacuees.

Operating a cargo transporter functions identically to operating any other transporter, but it cannot transport living beings without significant modification (which also reduces its capacity). Converting a cargo bay to serve another purpose requires spending 2 Momentum (Immediate); the cargo bay is considered converted at the start of the following scene, and it gains an appropriate trait (such as **Emergency Medical Bay**).

.: ENGINEERING

Also called the engine room, **engineering** is the central point for controlling all engineering systems aboard a ship, especially those related to propulsion and power generation. The ship's main reactor is in main engineering.

Characters in main engineering can operate internal ship functions, such as allocating power to different systems, adjusting environmental systems, and regenerating shields. These actions are usually assisted by the ship's **Computers + Engineering**. Operating these systems from main engineering is more efficient than from elsewhere, reducing the Difficulty of associated tasks by 1.

As all systems eventually link to main engineering, main engineering serves as a secondary control center for the ship; most bridge functions can be duplicated from main engineering, though not as efficiently. Increase the complication range of any bridge function task by 1.

.: HOLODECK

Holographic simulators have been available on starships since the 23rd century. However, due to limitations in the technology, true holodecks did not become widespread among Starfleet and other major powers until the latter half of the 24th century.

Holographic technology has two potential benefits. The first is it allows a variety of difficult or dangerous situations to be simulated, providing a valuable tool for training and mission preparation. The second is it can boost crew morale by enabling them to spend time in simulations of environments not available on the ship.

.: SCIENCE LABS

Starfleet vessels are typically vessels of exploration, and even vessels primarily serving peacekeeping or combat roles often have space set aside for the study and analysis of the unknown.

Each laboratory is outfitted to serve one scientific discipline—such as astrophysics, biochemistry, hydroponics, or stellar cartography—with tools and resources dedicated to that specific field of inquiry. These resources are often highly specialized, with a narrow range of applications, but able to provide information more generalized scientific equipment cannot.

Most Starfleet ships have several dedicated laboratories serving different purposes, and these can be changed and refitted at a starbase or other facility. A player may establish the presence of a specialized science lab once per scene; the lab is counted as equipment, with an **opportunity cost 2**, which requires naming a trait to describe the kind of laboratory it is, such as **Genetics Lab** or **Plasma Physics Lab.** This trait has **Potency 2** (see **Potent Traits**, page 252) because labs are meant to be ultra-specialized places for scientific work that can't be performed using conventionally available tools. Players may establish a number of specialized laboratories per mission equal to the ship's Science rating.

.: SHUTTLEBAY

A **shuttlebay** is where small craft are launched and received, as well as where they are maintained and repaired. Most shuttlebays are divided into two parts: a launch bay, which opens out into space via a set of large doors or a forcefield-covered opening (or both, allowing the bay to remain pressurized while the doors are open), and one or more hangars where craft are stored, maintained, and repaired. Only a portion of a ship's total complement of small craft are active and ready in the launch bay (represented by the ship's Small Craft Readiness rating), able to be used right away; the rest are stored in hangars and take more time and effort to prepare for use. Larger ships may have several shuttlebays.

Shuttlebays can also be refitted to serve other purposes in the same way as a cargo bay (see opposite). Doing so prevents the refitted shuttlebay from being used for small craft (which is why some larger ships have several shuttlebays).

Characters may operate shuttles and other small craft from a shuttlebay, up to the ship's Small Craft Readiness rating (page 186). Characters can temporarily double a ship's Small Craft Readiness by creating an appropriate trait, but this takes time to carry out, and the benefit does

▷ COMPUTER, BEGIN PROGRAM

If a holographic simulation requires task rolls, these can be resolved as if the simulated events are real. For extended simulations, particularly of dangerous situations, the gamemaster can create a separate virtual Threat pool (1 virtual Threat per player character in the simulation): during the simulation, any Threat added goes into the simulation pool, and any Threat the gamemaster spends comes from that pool, to represent the fake and contained nature of the simulation. Similarly, all injuries suffered in the simulation are removed at the end of the simulation, regardless of what type they were.

Damage or malfunctions to the holodeck may disable safety protocols, at which point all "simulated" Threat is added to the gamemaster's Threat pool, and means injuries inflicted by the simulation are not removed.

Programming a new holographic simulation requires a **Control + Engineering** task, with Difficulty determined by how complex the simulation is (gamemaster's discretion; the gamemaster may even determine the simulation is so complex it requires an extended task to create, perhaps as a long-term activity worked on in downtime). This is assisted by the ship's **Computers + Engineering**. Success creates an accurate simulation, which is a reasonably-close approximation of reality. Failure means the simulation is flawed or incorrect in some way, and may produce unrealistic results.

WAYNE MILLER

not take effect until the start of the next scene. Such an increase lasts until the end of the current mission.

When operating a shuttle, the *Thrusters* minor action is used for takeoff and landing, though this level of detail rarely matters outside of combat and other action scenes. You may not take off or land if the ship's shields are up.

.: SICKBAY

Also called the medbay or the infirmary, **sickbay** is the main medical center aboard a starship. Presided over by the chief medical officer or the ship's doctor (depending on the size of the ship), sickbays provide comprehensive medical care for crew and guests alike, ranging from routine check-ups and treating injuries suffered during normal duties, to complex surgical procedures, disease outbreaks, and major disasters and medical crises.

Tasks for medical procedures performed within sickbay reduce their Difficulty by 1 and can be assisted by the ship's **Sensors** or **Computers + Medical** or at the gamemaster's discretion.

.: TRANSPORTER ROOM

Since the mid-22nd century, most starships were outfitted with at least one (and commonly more) personnel transporters. These **transporter rooms** contain both the transporter pad and a dedicated control console, as well as easy access to the transporter systems for regular maintenance and upgrades. These rooms are major sites of ingress and egress, and thus tend to contain lockers containing equipment used by away teams. They are often the place where important guests are received by the captain.

A transporter has an effective range of several thousand kilometers (typically 40,000km in the 24th century), and a standard transporter room can transport up to six people at once. Transporting from a transporter pad to a destination transporter pad (a "pad-to-pad" transport) is a **Control + Engineering** task with a Difficulty of 0, assisted by the ship's **Sensors + Science**. Transporting from a transporter pad to another site (one without a transporter pad), or vice versa, increases the Difficulty by 1, while a site-to-site transport (going from one location without a pad to another location without a pad) increases the Difficulty by 2.

These difficulties relate to operating a transporter from the transporter room. Remote operation of a transporter increases the Difficulty by 1 (in addition to any other modifiers to Difficulty).

Deflector shields block transporter use—you cannot beam a target up or down when your own shields are active, and you cannot beam a target to or from a target whose shields are active.

▷ TRANSPORTERS CAN'T DO THAT...

As with many forms of technology, transporter usage has several common limits and constraints. However, a creative engineer can often figure out ways to circumvent those limitations where necessary.

In game terms, you might attempt to create a trait to represent an ingenious method of overcoming a limit. The created trait gives you permission to do something you normally couldn't do (though the gamemaster is advised to increase the task's Difficulty by 1 or alter the task's complication range).

> ***EXAMPLE:*** *The* U.S.S. Enterprise *is pursuing the* U.S.S. Phoenix*, and Chief O'Brien must beam aboard to reason with his former commanding officer, Captain Ben Maxwell. O'Brien knows the* Phoenix *uses a high-energy sensor system that cycles every 5.5 minutes, creating a window in the shields a fiftieth of a second in duration. He's confident he can beam through that window, so spends 2 Momentum to create a trait to be used as an advantage,* ***Transport Window****.*

▷ TRANSPORTER FAILURES AND ACCIDENTS

Transporters are simultaneously extremely safe and extremely unpredictable.

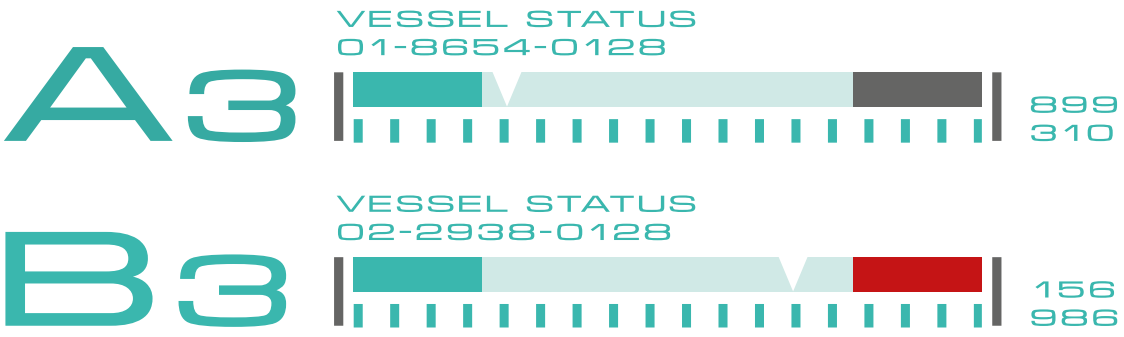
Transporters used in stable, normal conditions are a safe, reliable, and quick means of moving long distances. Civilian-use transporters on populous worlds, and the cargo transporters of freighters, and other such routine uses are perfectly safe.

Transporter use by exploratory or combat vessels in unusual conditions—ion storms, nebulae, spatial phenomena, and more—is a different matter. These are almost always handled by a trained transporter operator, who can react to sudden and unpredictable changes during a transport.

In practice, transporters are designed to fail safely, shutting down rather than risk causing harm. Lethal transporter accidents are extremely rare.

In game terms, a failed task to operate a transport means the transport simply doesn't happen. Even complications should result in mundane problems, such as the transport being off target, or draining power, or causing the transporter to stop working after use.

The classic "transporter accident" story isn't necessarily something that should happen by random chance. Rather, it may be an outcome that results from the gamemaster spending Threat, or as a deliberate component of a mission.



.:CHAPTER 5.2

STARSHIP CREATION

"WELL, THIS IS A NEW SHIP, BUT SHE'S GOT THE RIGHT NAME. NOW YOU REMEMBER THAT, YOU HEAR."

- ADMIRAL LEONARD MCCOY

RODRIGO GONZALEZ TOLEDO

LT. COMMANDER BURK VEN JAXA

Your starship is as important as your crew of main characters. This chapter walks you through how to create your starship as a vital, important part of your campaign. Your crew will almost certainly spend more time on the ship than in any other location over the course of your campaign, so it's worth taking the time to make her meaningful and memorable.

THE SPECIFICS OF EACH VESSEL'S mission profile, the legacy of the events they have been party to, the refits and repairs they've undergone, and the requirements of the crews that have served aboard them make each starship a distinct entity in more than just name. Even two ships of the same class differ in meaningful ways, as the lessons learned in the construction and service of previous ships of that class shape the way their sister ships are assembled, and the needs of the service shape the way each individual vessel is outfitted and configured.

The players' starship is as unique as their characters, having gone through a process of creation and refinement. If the players choose to command a *Constitution*-class starship, theirs will not be a facsimile of the legendary *U.S.S. Enterprise*, but a distinct vessel with its own proud history, and just as many thrilling encounters yet to experience.

The rules in this chapter cover the ships of the 22nd, 23rd, and 24th centuries, and the first few years of the 25th century. While *Star Trek* expands far beyond those periods, the distant future of the 29th–32nd centuries—seen briefly in time travel stories and in the later seasons of *Star Trek: Discovery*—is beyond the scope of this rulebook.

Starship creation follows a specific process, as follows.

.: TIMEFRAME

Collectively decide with your group on when the game will take place. This should be decided when everyone agrees to play, as the era in which the game is played will have an impact on which spaceframes are available for use.

A broad timeline of the *Star Trek* universe can be found inside the back cover, and eras of play are discussed in **ERAS OF PLAY**, starting on page 30. It is most common for games to be set in years depicted in the shows and movies, as those years will be the most familiar to players. However, setting a game a less-developed era allows greater freedom to play without being overshadowed by canonical names and events.

This choice will have wider impact on the state of the universe and the development of technology: a game set during the Earth-Romulan War (2156–2160) will have very different expectations with regards to politics and technology than one set in 2402, after the events of *Star Trek: Picard*.

.: SPACEFRAME

A vessel's spaceframe (or class) is its basic superstructure, core systems, operational infrastructure, and all the other elements common to every vessel of the same class.

Choose a single class for your starship. This will provide a collection of abilities that serve as the baseline for the starship—the ship's base scores for its

systems, its Scale, modifiers towards its departments, and what weaponry it is equipped with. These may be modified by choices of mission profile, service record, and refits.

Each class also lists the year the class entered service and provides basic traits common to all ships of that class.

Some classes may also provide talents, denoting functions or special technologies that are built into ships of that class. These talents cannot be changed or swapped out at the start of the game. The list of spaceframes provided in this rulebook begins on page 197. Other ***Star Trek Adventures*** supplements provide additional spaceframe options.

.:MISSION PROFILE

A ship's mission profile is a key part of what distinguishes one ship of a class from her sister ships. It determines how the ship will be equipped, what facilities and personnel are assigned to it, and what kind of operations it will be expected to perform.

Choose a mission profile for your starship. This will provide the baseline ratings for each department, representing specialized equipment, crew assignments, and prioritization of resources. It will also provide at least one talent chosen from a short list designed to support the specific mission. The list of mission profiles begins on page 212.

.:SERVICE RECORD

Next, you may choose a single service record for the ship. This choice may be limited based on how long the ship has served for (the difference between the campaign's timeframe and the year the ship's spaceframe entered service).

Each service record provides an additional trait for the ship, reflecting alterations and modifications made during the ship's service, as well as the effect of the ship's reputation or status. These also provide an additional special rule that affects the ship in some small, thematic way. Service records are listed beginning on page 216.

.:REFITS

Most ships receive one or more refits based on the length of the ship's service: one refit for every full 10 years of the ship's service. These represent periodic upgrades and improvements the ship receives during its lifespan. These refits each add 1 to a single ship's system. The specifics of these improvements are left vague, to fit with any point in the timeline and the evolving nature of technology. Refits are detailed on page 217.

> ***EXAMPLE:*** *The group decides to set their game in 2280 and selects a* Constitution*-class spaceframe. The Constitution entered service in 2243, a difference of 37 years, so the players assign three refits to their ship during ship creation.*

STARSHIP CREATION PROCESS

STEP ONE: TIMEFRAME

Select the year the game is set. The year helps determine which spaceframes are available in that era.

PAGE 192

STEP TWO: SPACEFRAME

Select a spaceframe, or class, for your starship.

PAGE 197

STEP THREE: MISSION PROFILE

Select a single mission profile for your starship.

PAGE 212

STEP FOUR: SERVICE RECORD

You may choose a single service record reflecting the ship's service record (or, if the ship is brand new, possibly a lack of history).

PAGE 216

STEP FIVE: REFITS

Select or determine refits, if needed.

PAGE 217

.:PUTTING IT ALL TOGETHER

Once the game's year, the starship's class, mission profile, service record, and refit(s) have been chosen, it's time to put all those things together:

- **TRAITS:** A starship will have several traits determined during the creation process. One of these will indicate the culture that produced the ship (or denote the ship as being independent), as well as the broad classification of the ship—Federation starship, Klingon bird-of-prey, Romulan warbird, Bolian freighter, etc.—while others may denote why the ship is notable or unusual. Another will come from the ship's service record, if selected.
- **SYSTEMS:** A starship's systems are determined by its class, and then modified by mission profile, service record, and refits. No system rating may be increased beyond 12, though it may have a system with a base score above 12 if that score came from the spaceframe, before any modifications. If a ship has a system with a modified score above 12, reduce the score to 12 and assign those points to other systems.
- **DEPARTMENTS:** A starship's departments are determined by its class, mission profile, service record, and refits. No department rating may be above 5: if a ship has a department rating above 5, reduce it to 5, and assign those points to other departments.
- **TALENTS:** A starship should have a number of talents equal to its Scale. Some of these may be determined by the ship's spaceframe, and at least one should be determined by the ship's mission profile. If, at this stage, the ship has fewer talents than its Scale, select additional talents until it has the required number. Talents can be found starting on page 218. This limit only applies when the ship is first created—a ship which has been improved during play may obtain additional talents.
- **SCALE:** A starship's Scale is determined by its class.
- **RESISTANCE:** A ship's Resistance is equal to half its Scale (round up), plus a bonus based on its Structure, as shown on the **Structure and Resistance** table on page 185. Talents may modify Resistance further.
- **SHIELDS:** A starship has maximum shields equal to its **Structure** plus its **Scale** and **Security**. Talents may modify this further.
- **CREW SUPPORT:** A starship's Crew Support is equal to its Scale. This may be modified further by character talents and/or ship talents.
- **WEAPONS:** A starship's weapons are determined by its spaceframe. The damage weapons inflict is increased based on the ship's **Weapons** score, plus additional factors from the type of weapon. These variations are described in **Starship Weapons**, starting on page 226.
- **THE BRIDGE:** The arrangement of the ship's bridge—which stations are present, and which are grouped together for convenience—should be decided upon by the group. See page 186 for information on bridge stations.

.:FINISHING TOUCHES

Once all the game mechanics are in place, the ship is ready, but for a couple of minor details.

First, every starship needs a name. The Federation has no universal convention for naming ships, often naming them after locations, important historical persons, ancient ships, mythical figures, or even more abstract ideals, virtues, or concepts.

Klingon naming is similar, but Klingons exclusively name their vessels in **tlhIngan Hol**, the primary language of the Klingon Empire. Romulans, as with all things, seldom share the meanings behind the names of their ships, but they are likely to have a similar cultural significance. Other species name their vessels as they see fit.

In all cases, a Federation starship's name is prefixed with 'U.S.S.'. Klingon ships tend to be prefixed 'I.K.S.', Romulan ships are prefixed 'I.R.W.', at least under the Romulan Star Empire. Other cultures have their own prefix conventions, if they have any at all.

If the players are unable to think of a name, perhaps consider looking at Starfleet vessels that have appeared briefly on the shows, or which are mentioned by name but never seen, and using those names—it can add to the feeling of playing in the *Star Trek* universe by playing with a ship that has even a small part in the franchise, without necessarily needing to be aboard a ship named *Enterprise*.

Each Federation starship also has a registry number (non-Federation ships do not generally use a registry). This is a number prefixed by either the letters NCC or NX. NCC is used for most ships, with NX reserved for prototype vessels and the first ship of a class, in honor of the first Human starships able to reach Warp 5.

.:CHAPTER 5.3

SPACEFRAMES

"INTREPID CLASS. SUSTAINABLE CRUISE VELOCITY OF WARP FACTOR NINE POINT NINE SEVEN FIVE. FIFTEEN DECKS. CREW COMPLEMENT OF ONE HUNDRED AND FORTY-ONE. BIO-NEURAL CIRCUITRY."

- LIEUTENANT STADI

NOT ONLY IS EVERY STARSHIP IN A class unique, but each spaceframe is a creation of thousands of engineers, scientists, and dockyard workers and automated drones. Every spaceframe built represents the overall philosophy its culture has for the class's place in the Galaxy, what it wishes the class to accomplish, and how it feels about its spacefaring personnel.

LT. COMMANDER BURK VEN JAXA

The spaceframe, or class, your group selects for your starship is the foundation for all that follows in starship creation. It'll establish the look and feel of your vessel as well as its general capabilities, mission expectations, and overall purpose. Choose wisely.

RODRIGO GONZALEZ TOLEDO

SPACEFRAME DETAILS

EACH SPACEFRAME INCLUDES THE following information:

- **LAUNCH YEAR:** The year the spaceframe entered service.
- **OVERVIEW:** Information about the spaceframe's design history and purpose.
- **CAPABILITIES:** Details about the spaceframe's capabilities.
- **REFITS AND VARIANTS:** Any information regarding upgrades the spaceframe received over time, or specific variants of the spaceframe in service.
- **SUGGESTED MISSION PROFILES:** Suggestions on which mission profiles are commonly used with the spaceframe.
- **NAMING CONVENTIONS:** Details on naming conventions for the spaceframe, if any.
- **NOTABLE EXAMPLES:** The names of notable vessels of this class.
- **TRAITS:** Traits related to the spaceframe.
- **SYSTEMS:** The base ratings of the spaceframe's systems.
- **DEPARTMENTS:** Modifiers to the ratings of the spaceframe's departments (which are determined by the mission profile selected for the ship).
- **SCALE:** The Scale of the spaceframe.
- **WEAPONS:** Any weaponry installed on the spaceframe.
- **TALENTS:** Any talents built into the spaceframe.
- **SPECIAL RULES:** Any additional rules or other details relevant to ships using this spaceframe.

SPACEFRAME SPECIAL RULES

SOME SPACEFRAMES HAVE SPECIAL RULES, REPRESENTING specifics of their construction and configuration. These are permanent parts of how the ship is designed to function. These are separate from ship talents in that they *cannot* be removed, and *do not count* towards the ship's total number of talents. Other ***Star Trek Adventures*** supplements provide additional starship special rules.

.: ABUNDANT PERSONNEL

The ship's Crew Support is doubled, after any other modifiers, and any effects or abilities which would increase Crew Support have twice the normal effect aboard a ship with this special rule. Further, when you introduce a supporting character, you may use one additional Crew Support to grant them an improvement immediately.

.: COMPACT VESSEL

This spaceframe has a Scale of 2, but it does not count as a small craft. It has no small craft capability of its own, and cannot launch or receive shuttlepods, shuttlecraft, or any comparable craft.

.: GRAPPLER CABLE

The ship utilizes a physical cable with a magnetic hook at the end, in place of the graviton-based tractor beams used by ships in later eras. This functions as a tractor beam, but if the target breaks free, roll a d20: if you roll above the ship's Weapons system, the cable is damaged, and cannot be used until repaired. Repairing the cable is treated as repairing a breach.

.: LANDING GEAR

The vessel is equipped to land safely on a planetary surface, and can return to space afterward. To land a ship requires **Reserve Power** be rerouted to Structure, and then requires someone at the helm to attempt a **Control + Conn** task with a Difficulty equal to the ship's Scale, assisted by the ship's **Structure + Conn**. This can *Succeed at Cost*. Success means the ship lands on the planet's surface. Taking off requires the same task attempt, but the Difficulty is reduced by 2.

.: POLARIZED HULL PLATING

Vessels of this spaceframe lack deflector shields common to many other ships, and instead rely upon polarization of the hull plating to resist damage. The ship's Shields track instead represents the state of the ship's polarized hull. The ship's Shields are equal to its Structure, with no additional modifiers. However, these do not count as shields for the purposes of blocking transporter use.

.: SAUCER SEPARATION

Vessels of this class have the capability to detach their saucer section in an emergency. Once the saucer has detached, the two sections of the ship cannot be reconnected outside of a drydock. Ship's systems are halved (round up) for the saucer and the secondary hull when separated, the saucer is unable to enter warp speeds or launch small craft, and each section is considered a separate vessel with Scale 1 less than the original vessel; the secondary hull is commanded from main engineering. The saucer can land on a planetary surface with emergency landing gear.

.: SAUCER SEPARATION AND RECONNECT

The ship is designed so the saucer section can be separated from the engineering section to operate as two distinct ships. Each section has the same systems, talents, and weapons, but their Scale is 1 lower than that of the original vessel (recalculate anything derived from Scale). Further, if the ship suffered any breaches prior to separating, ongoing effects of those breaches apply equally to both sections. The saucer section, which usually contains the crew quarters and recreation areas, does not have the capacity to go to warp. The secondary hull is commanded from main engineering.

Separating is a major action attempted from the bridge (Operations panel) or main engineering, requiring a **Control + Conn** task with a Difficulty of 3, assisted by the ship's **Structure + Engineering**. Reconnecting takes a major action, but the process is automated and requires no task attempt. Separating and reconnecting cannot be completed if the ship (or either part of it) has suffered one or more breaches to Structure.

STARFLEET SPACEFRAMES

THROUGHOUT ITS EXISTENCE, STARFLEET HAS DEVELOPED AND BUILT HUNDREDS OF SPACEFRAMES FOR EXPERIMENTAL USE OR MASS PRODUCTION AND SERVICE. Following is a selection of spaceframes for you to choose your group's starship. Other ***Star Trek Adventures*** supplements offer additional Starfleet and Federation spaceframes.

NX

LAUNCH YEAR: 2151

OVERVIEW: Designed and developed by Zefram Cochrane's Warp Five Project and the joint Starfleet/United Earth Space Probe Agency NX Project, the NX class was groundbreaking in nearly every way. Its large saucer-like hull was different from earlier spherical or cylindrical hulls of most UESPA vessels. The ship also had two long warp nacelles connected to trailing pylons, isolating the experimental warp coils from the rest of the ship.

CAPABILITIES: At the time of its launch, the NX class was the fastest starship in service to United Earth. The spaceframe was capable of cruising at warp 4.5 and could produce emergency speeds of warp 5.2 in short bursts. In an era before energy shielding, the spaceframe boasted an impressive amount of polarized hull-plating that helped protect the inner hull and inhabited areas. The spaceframe had the capability of launching two shuttlepods, with a third held in reserve.

REFITS AND VARIANTS: NX-class vessels were used during the decade prior to the Earth-Romulan War and rarely afterward. The largest refit was conducted during the war, adding a secondary hull with an improved warp core and additional weapon systems.

SUGGESTED MISSION PROFILES: Multirole Explorer, Technical Testbed.

NAMING CONVENTIONS: NX-class vessels utilize names from famous Earth ships—both maritime vessels and early spacecraft—often names with long legacies. NX-class vessels have registries that begin with NX, and are numbered sequentially.

NOTABLE EXAMPLES: *NX-01* Enterprise, *NX-02* Columbia

STARSHIP

TRAITS: United Earth Starship, NX class

SCALE: 3

SYSTEMS

COMMS 05	ENGINES 06	STRUCTURE 06
COMPUTERS 05	SENSORS 06	WEAPONS 06

DEPARTMENTS

COMMAND —	ENGINEERING +1	MEDICINE —
CONN +1	SECURITY —	SCIENCE +1

WEAPONS

- **Phase Cannons**
- **Spatial Torpedoes**
- **Grappler Cable** (Strength 2)

TALENTS

- **HIGH-RESOLUTION SENSORS:** See page 223.

SPECIAL RULES

- **GRAPPLER CABLE:** See page 196.
- **POLARIZED HULL PLATING:** See page 196.

SPACEFRAME STATISTICS

CONSTITUTION

LAUNCH YEAR: 2243

OVERVIEW: The symbol of Starfleet in the mid-to-late 23rd century, the *Constitution* class became legendary due to its five-year missions that expanded the Federation's borders and its scientific knowledge. The *Constitution* class became the testbed of new technologies in the early 2270s developed out of the five-year missions and lessons learned from the brief war with the Klingon Empire. The spaceframe continued in service until the mid-24th century.

CAPABILITIES: The *Constitution* class defined what a starship should be able to accomplish when on extended deep-space exploration assignments. The spaceframe had accommodations for over 400 crew members, enough to provide redundancy for crew positions ranging from astrocartographers to xenobiologists, allowing for crew losses typical on five-year missions. The ship had a spacious shuttlebay and cargo area at the aft of the secondary hull that allowed the class to move large amounts of supplies or personnel even without the use of transporters.

REFITS AND VARIANTS: Vessels produced by other founding members of the Federation tended to focus on their own fleets' specialties. Andorian-built vessels had larger fusion reactors and Tellarite-built vessels were sought after for their powerful duotronic computer networks. Vulcan-produced vessels focused on improving sensors and communications.

SUGGESTED MISSION PROFILES: Multirole Explorer, Strategic and Diplomatic Operations, Flagship, Scientific and Survey Operations.

NAMING CONVENTIONS: *Constitution*-class vessels are often named after famous Earth navy vessels and pre-warp spacecraft. Registry numbers range between 1700 and 1799, though there are exceptions.

> ***NOTABLE EXAMPLES:*** U.S.S. Enterprise *(NCC-1701),* U.S.S. Lexington *(NCC-1709),* U.S.S. Defiant *(NCC-1764),* U.S.S. Challenger *(NCC-2023)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Constitution* class, Member World Starship (depending on species primarily crewing the vessel)

SCALE: 4

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 07
COMPUTERS 07	SENSORS 08	WEAPONS 07

DEPARTMENTS

COMMAND +1	ENGINEERING —	MEDICINE —
CONN —	SECURITY +1	SCIENCE +1

WEAPONS

- **Phaser Banks**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 3)

TALENTS

- **MODULAR LABORATORIES:** See page 224.
- **RUGGED DESIGN:** See page 225.

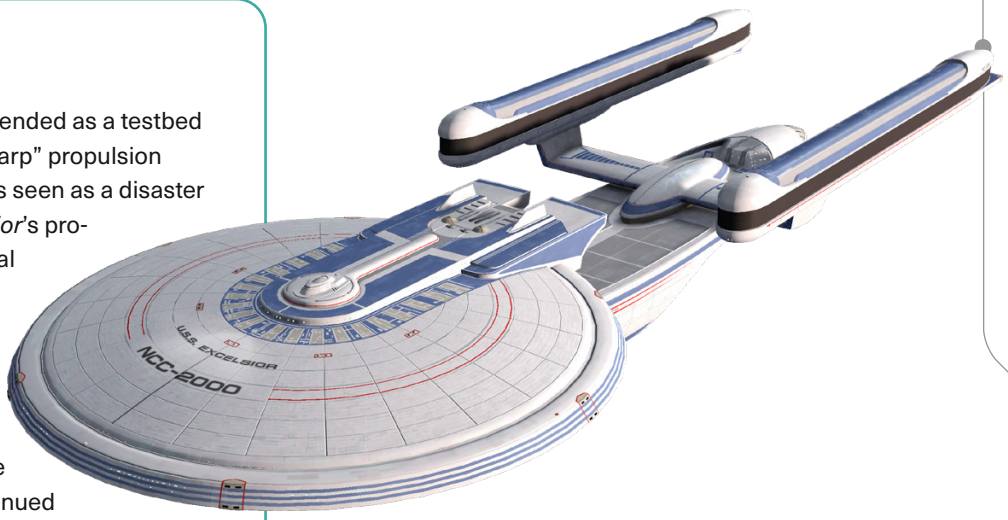
SPECIAL RULE

- **SAUCER SEPARATION:** See page 196.

EXCELSIOR

LAUNCH YEAR: 2285

OVERVIEW: What was originally intended as a testbed for the highly experimental "transwarp" propulsion system, the "Great Experiment" was seen as a disaster after the complete failure of *Excelsior*'s propulsion systems in 2285. After a total redesign was performed on nearly all ship's systems, the transwarp propulsion was replaced with standard warp propulsion. The versatile *Excelsior* spaceframe became a standard sight across the Federation and beyond, and it continued to be manufactured into the 2390s.



CAPABILITIES: Originally intended for the large transwarp coils, the spaceframe's nacelles provided ample room for extra standard coils that allowed the class to have some of the highest sustained warp speeds for a ship of its size. Stemming from the initial high-power needs for the transwarp system, the spaceframe had nearly double the amount of fusion reactors required for secondary power systems and the impulse drive. These same reactors provide extra power to the ship's defensive shielding. The *Excelsior* also had two dedicated shuttlebays, the main shuttlebay and a lower bay on the underside of the secondary hull used for cargo transport and storage.

REFITS AND VARIANTS: A single variant built at San Francisco Shipyards spread across the Federation. While visually similar to the standard spaceframe, the saucer section of the vessel contained double the number of fusion reactors and added two additional impulse drive units. The incredible sublight acceleration this provided meant the secondary hull had two extensions built to contain improvements to the inertial dampeners.

SUGGESTED MISSION PROFILES: Strategic and Diplomatic Operations, Multirole Explorer, Technical Testbed.

NAMING CONVENTIONS: *Excelsior*-class vessels take names from concepts of exploration, achievement, and great leaders from across the Federation; many are also named after famous ships from previous generations. *Forrest*, *Archer*, and *Victory* are all examples.

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Excelsior* class, Starfleet Mainstay, Long-serving

SCALE: 5

SYSTEMS

COMMS 08	ENGINES 09	STRUCTURE 09
COMPUTERS 07	SENSORS 08	WEAPONS 08

DEPARTMENTS

COMMAND +1	ENGINEERING +2	MEDICINE –
CONN –	SECURITY –	SCIENCE –

WEAPONS

- **Phaser Banks**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 4)

TALENTS

- **IMPROVED WARP DRIVE:** See page 224.
- **SECONDARY REACTORS:** See page 225.

SPECIAL RULE

- **SAUCER SEPARATION:** See page 196.

NOTABLE EXAMPLES: U.S.S. Excelsior *(NCC-2000)*, U.S.S. Enterprise *(NCC-1701-B)*, U.S.S. Hood *(NCC-42296)*

AMBASSADOR

LAUNCH YEAR: 2335

OVERVIEW: Starfleet had been relying on *Excelsior*-class and the few *Constitution*-class starships still in service to continue its aims of discovery, but even with the planned refits of those spaceframes, they still required visits to logistical hubs every five years as systems wore down. Utopia Planitia Fleet Yards began to develop a new deep-space exploration cruiser that would address these concerns. The *Ambassador* class was developed and launched, and many of the engineering techniques, design ideas, and technologies created would be refined and become the basis for the *Galaxy* class.

CAPABILITIES: The *Ambassador* class was designed in a similar way to previous Starfleet cruisers, with a saucer-shaped primary hull and a cylindrical secondary engineering hull. The most obvious difference is the then-unique warp nacelles containing high-efficiency warp coils with directional subspace buffers. The *Ambassador* class was wildly successful, but also a victim of its own innovation. Research and development continued on the ground-breaking systems, improving them faster than they could be installed, and it became apparent the *Ambassador* class wasn't able to keep up with technological development. Production was halted on further spaceframes, replacing newer construction with the *Galaxy* class beginning in the 2360s.

REFITS AND VARIANTS: Two separate refit programs were used. The *Enterprise* program improved the vessel's subspace communication and sensor platforms. The *Pollux* program was dedicated to improving the vessel's weapon systems and warp drive.

SUGGESTED MISSION PROFILES: Multirole Explorer, Scientific and Survey Operations, Strategic and Diplomatic Operations.

NAMING CONVENTIONS: *Ambassador*-class vessels are often named after important ambassadors and peacemakers, great battles and ships of the past, or hopeful ideas for the future. *T'Pau*, *Merrimack*, and *Progress* are all examples. The *U.S.S. Ambassador* had a registry of NX/NCC-10521, and subsequent vessels have higher registries.

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Ambassador* class

SCALE: 5

SYSTEMS

COMMS 09	ENGINES 09	STRUCTURE 09
COMPUTERS 09	SENSORS 09	WEAPONS 09

DEPARTMENTS

COMMAND +1	ENGINEERING –	MEDICINE –
CONN +1	SECURITY –	SCIENCE +1

WEAPONS

- **Phaser Arrays**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 4)

TALENTS

- **HIGH-RESOLUTION SENSORS:** See page 223.
- **IMPROVED IMPULSE DRIVE:** See page 223.

SPECIAL RULE

- **SAUCER SEPARATION:** See page 196.

NOTABLE EXAMPLES: U.S.S. Excalibur *(NCC-26517),* U.S.S. Enterprise *(NCC-1701-C),* U.S.S. Yamaguchi *(NCC-26136)*

CALIFORNIA

LAUNCH YEAR: 2358

OVERVIEW: As the Federation spread in the 2350s, Starfleet saw a lack of vessels able to respond to needs of all kinds inside the borders. Starfleet asked member worlds to design and build their own starship class to be able to respond to issues they felt were pressing to their own interests. Earth presented the *California* class, which would go on to influence the design of the *Galaxy* class. *California*-class vessels were seen as dependable workhorses.

CAPABILITIES: *California*-class vessels included a dedicated section to provide the growing number of Cetaceans graduating from Starfleet Academy a more natural environment in which to work and live. These vessels also included multiple shuttlebays allowing Cetacean and humanoid crew access to small craft. *California*-class vessels contained most of their livable volume in their primary saucer-like hull. The secondary hull contained main engineering, primary antimatter storage, and the main deflector array. This entire section could be ejected in an emergency and limited warp propulsion could be maintained by the ship's fusion reactors.

REFITS AND VARIANTS: Most refits centered on improving the power output of the warp reactor or improving power output from the phaser arrays.

SUGGESTED MISSION PROFILES: Logistical/Quartermaster, Colony Support, Reserve Fleet, Scientific and Survey Operations, Crisis and Emergency Response. *California*-class ships are support vessels, intended to perform the unglamorous but necessary work that keeps the Federation running, and their livery often reflects their mission profile.

NAMING CONVENTIONS: *California*-class vessels are named after locations found within the North American state of California. *Burbank*, *Fresno*, and *West Covina* are examples.

NOTABLE EXAMPLES: U.S.S. Cerritos *(NCC-75567),* U.S.S. Oakland *(NCC-75012),* U.S.S. Solvang *(NCC-12101)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *California* class

SCALE: 4

SYSTEMS

COMMS 10	ENGINES 08	STRUCTURE 10
COMPUTERS 10	SENSORS 09	WEAPONS 08

DEPARTMENTS

COMMAND –	ENGINEERING +1	MEDICINE +1
CONN –	SECURITY –	SCIENCE +1

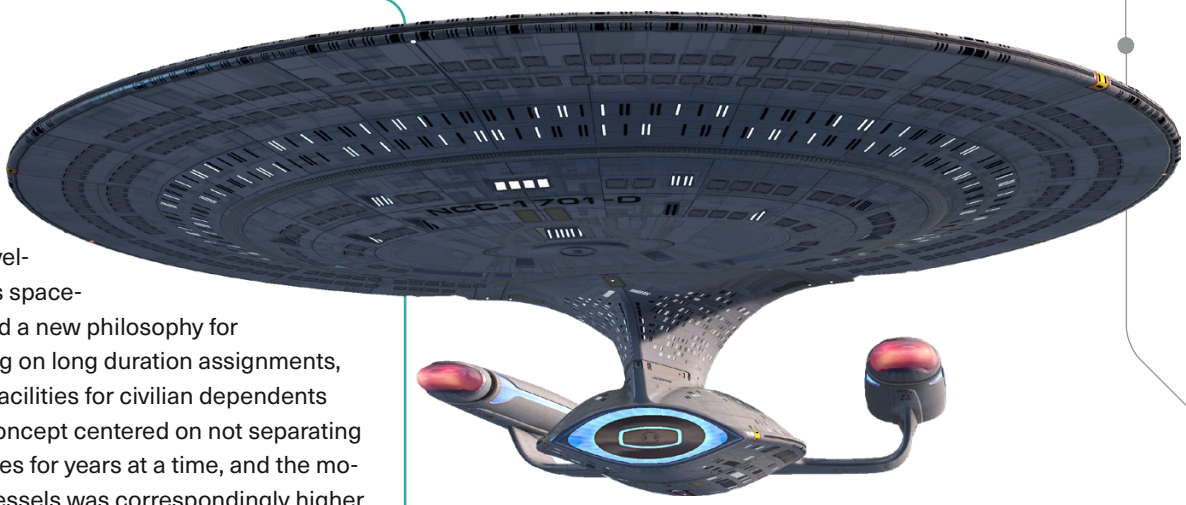
WEAPONS

- **Phaser Arrays**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 3)

TALENTS

- **DEDICATED PERSONNEL:** See page 220.
- **EXTENSIVE SHUTTLEBAYS:** See page 223.

GALAXY



LAUNCH YEAR: 2359

OVERVIEW: The *Galaxy* class was designed to surpass any exploration and science vessel yet developed by Starfleet. This spaceframe also represented a new philosophy for crew mental well-being on long duration assignments, as Starfleet provided facilities for civilian dependents and volunteers. The concept centered on not separating families from loved ones for years at a time, and the morale on *Galaxy*-class vessels was correspondingly higher.

CAPABILITIES: As one of the largest spaceframes manufactured by Starfleet, the interior volume of was often not fully allocated by the time it began its first mission assignment. This modular customization meant these vessels often had civilian specialists on board for even the most obscure research paths. As the *Galaxy* class was meant to probe far away from Federation space, the vessel had both the most powerful warp core of its day and the most advanced warp coils, allowing even a ship of its size to maintain a cruising warp velocity of 6 and a maximum velocity of warp 9.8. *Galaxy* class vessels were also the first that could separate and re-dock their primary hull to the engineering hull without the assistance of a drydock or support vessels. This meant *Galaxy*-class vessels could split their focus efficiently, or put civilians and dependents out of harm's way in hostile situations.

REFITS AND VARIANTS: During the Dominion War, *Galaxy*-class vessels nearing completion were repurposed as command-and-control vessels for rear admirals to use in fleet actions.

SUGGESTED MISSION PROFILES: Strategic and Diplomatic Operations, Scientific and Survey Operations, Multirole Explorer.

NAMING CONVENTIONS: *Galaxy*-class vessels take their names from many different cultures across the Federation. Most are associated with exploration and scientific discovery. *Odyssey*, *Hanson*, and *Surok* are examples. The *U.S.S. Galaxy* was NX/NCC-70637, and all vessels of the class have registries higher than this, barring the *Enterprise*, which used its own legacy number.

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Galaxy* class, A City in Space

SCALE: 6

SYSTEMS

COMMS 09	ENGINES 10	STRUCTURE 10
COMPUTERS 10	SENSORS 08	WEAPONS 10

DEPARTMENTS

COMMAND +1	ENGINEERING –	MEDICINE +1
CONN –	SECURITY –	SCIENCE +1

WEAPONS

- **Phaser Arrays**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 5)

TALENTS

- **MODULAR LABORATORIES:** See page 224.
- **REDUNDANT SYSTEMS:** See page 225.

SPECIAL RULES

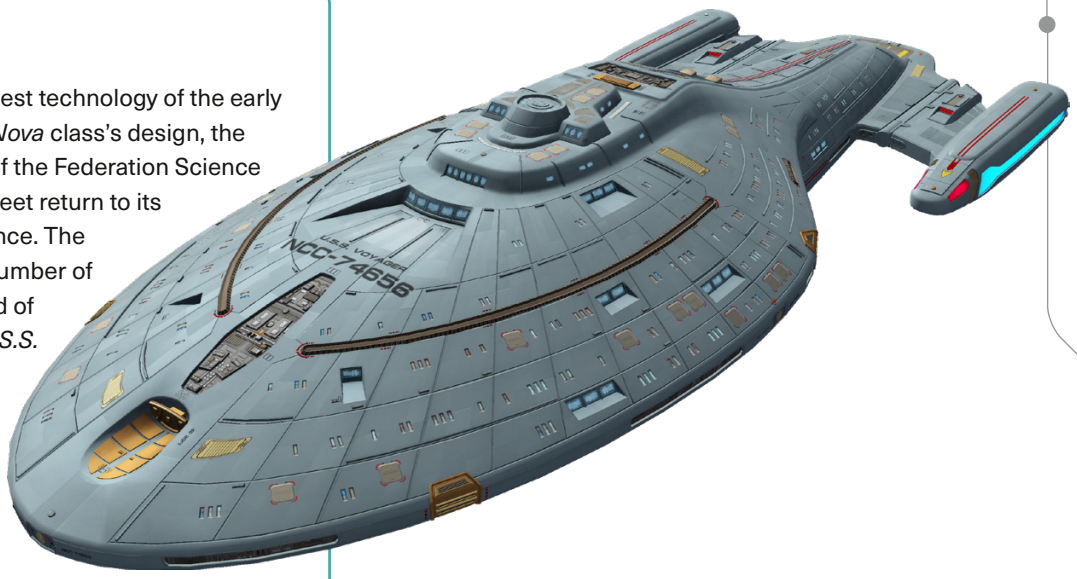
- **ABUNDANT PERSONNEL:** See page 196.
- **SAUCER SEPARATION AND RECONNECTION:** See page 196.

NOTABLE EXAMPLES: U.S.S. Enterprise *(NCC-1701-D)*, U.S.S. Odyssey *(NCC-71832)*, *U.S.S. Yamaguchi (NCC-71854)*

INTREPID

LAUNCH YEAR: 2371

OVERVIEW: Containing the best technology of the early 2370s and evolved from the *Nova* class's design, the *Intrepid* class was a symbol of the Federation Science Council's intent to have Starfleet return to its goals of exploration and science. The Dominion War reduced the number of hulls constructed, but the end of the war—and the return of *U.S.S. Voyager* in 2378—meant renewed passion for this spaceframe. Many *Intrepid*-class vessels remain in active service well into the 25th century.



CAPABILITIES: The *Intrepid* class was designed around being as efficient in its warp field geometry as possible, while also allowing for rapid transit of turbulent space-time. The vessel also has variable geometry warp nacelles that allow fine adjustment to the warp field, improving warp stability, allowing high sustained warp speeds, and granting an impressive maximum emergency speed of warp 9.975. *Intrepid*-class vessels were the first to have bioneural computer components installed to augment the advanced isolinear computer core. These bioneural systems allowed the ship to "learn" as it formed data connections in a more efficient way than standard isolinear indexing.

REFITS AND VARIANTS: Refits for the *Intrepid* class focused on improving and expanding the sensor platforms.

SUGGESTED MISSION PROFILES: Pathfinder and Reconnaissance Operations, Scientific and Survey Operations, Technical Testbed.

NAMING CONVENTIONS: *Intrepid*-class vessels take names from mythology and space exploration across the Federation. *Pathfinder*, *Odysseus*, and *Bellerophon* are some examples.

NOTABLE EXAMPLES: U.S.S. Intrepid *(NCC-74600),* U.S.S. Voyager *(NCC-74656),* U.S.S. Pioneer *(NCC-74700)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Intrepid* class, Advanced Warp Drive

SCALE: 4

SYSTEMS

COMMS 09	ENGINES 11	STRUCTURE 08
COMPUTERS 11	SENSORS 10	WEAPONS 08

DEPARTMENTS

COMMAND –	ENGINEERING +1	MEDICINE –
CONN +1	SECURITY –	SCIENCE +1

WEAPONS

- **Phaser Arrays**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 3)

TALENTS

- **ADVANCED SENSOR SUITES:** See page 219.
- **EMERGENCY MEDICAL HOLOGRAM:** See page 222.
- **IMPROVED WARP DRIVE:** See page 224.

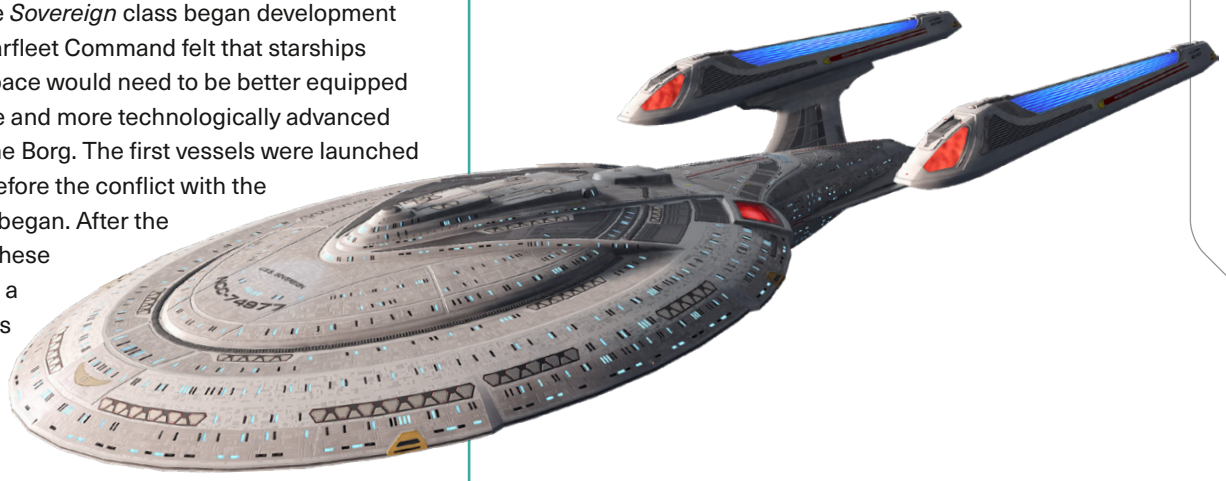
SPECIAL RULE

- **LANDING GEAR:** See page 196.

SOVEREIGN

LAUNCH YEAR: 2371

OVERVIEW: The *Sovereign* class began development in 2368 after Starfleet Command felt that starships probing deep space would need to be better equipped to handle hostile and more technologically advanced races such as the Borg. The first vessels were launched in the months before the conflict with the Klingon Empire began. After the Dominion War, these vessels became a part of Starfleet's renewed push to return to exploration and research.



CAPABILITIES: The *Sovereign* class utilizes variable geometry warp drive, able to replicate the same qualities of the *Intrepid* class's variable pitch warp nacelles without the adjustable pylons. The *Sovereign* class has extensive laboratories, sensor systems, and subspace transmitters that make it an excellent deep-space explorer. The design includes significant firepower, including a dedicated quantum torpedo launcher and multiple Type-10a phaser strips.

REFITS AND VARIANTS: One major variant was designed and constructed at the Andorian Imperial Ship Yards, named *Sheetar,* NCC-73850. The Andorian engineers who designed her wanted to show a ship of exploration could also double as a combat vessel when needed.

SUGGESTED MISSION PROFILES: Strategic and Diplomatic Operations, Scientific and Survey Operations, Multirole Explorer. *Sovereign*-class starships are cutting-edge spaceframes capable of being outfitted for almost any kind of mission Starfleet can imagine.

NAMING CONVENTIONS: *Sovereign*-class vessels are often named after famous ships from Federation history. *Farragut*, *Wasp*, and *Shran* are all examples.

> ***NOTABLE EXAMPLES:*** U.S.S. Enterprise *(NCC-1701-E),* U.S.S. Jaresh-Inyo *(NCC-75020),* U.S.S. Okuda *(NCC-74107)*

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Federation Starship, *Sovereign* class

SCALE: 6

SYSTEMS

COMMS 10	ENGINES 10	STRUCTURE 10
COMPUTERS 09	SENSORS 10	WEAPONS 10

DEPARTMENTS

COMMAND +1	ENGINEERING –	MEDICINE –
CONN –	SECURITY +1	SCIENCE +1

WEAPONS

- **Phaser Arrays**
- **Photon Torpedoes**
- **Quantum Torpedoes**
- **Tractor Beam** (Strength 5)

TALENTS

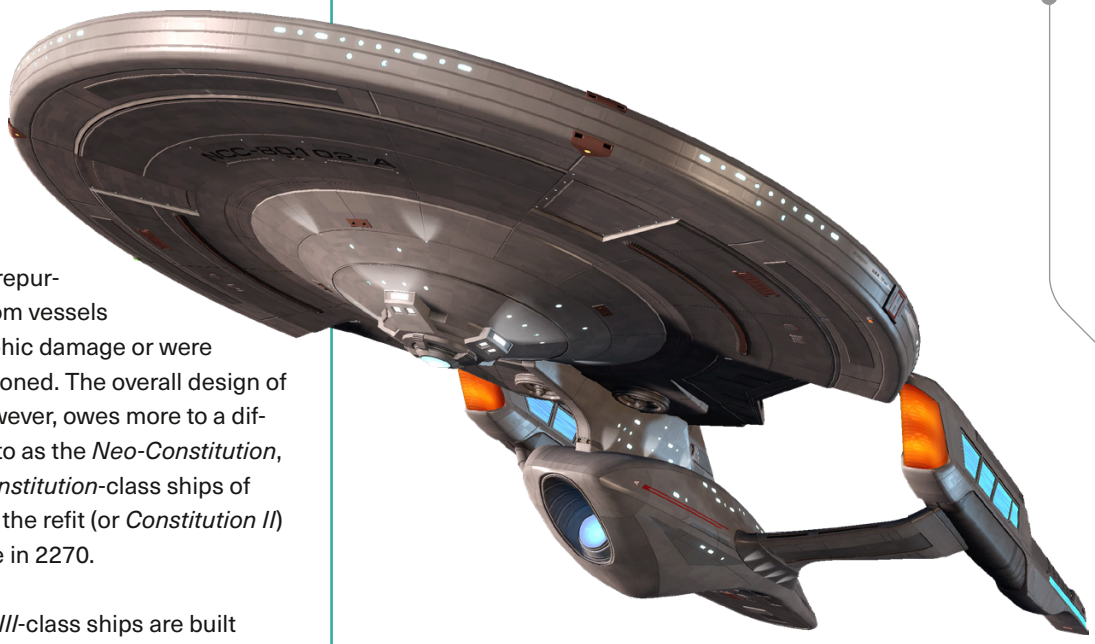
- **COMMAND SHIP:** See page 220.
- **EMERGENCY MEDICAL HOLOGRAM:** See page 222.
- **IMPROVED WARP DRIVE:** See page 224.

SPECIAL RULE

- **SAUCER SEPARATION:** See page 196.

CONSTITUTION III

LAUNCH YEAR: 2396



OVERVIEW: The first *Constitution III*-class ships entered service in 2396, after a short development period. Many of the earliest vessels of the class had their construction accelerated by repurposing many components from vessels which had suffered catastrophic damage or were otherwise being decommissioned. The overall design of the *Constitution III*-class, however, owes more to a different legacy. Often referred to as the *Neo-Constitution*, the design resembles the *Constitution*-class ships of the 23rd century, particularly the refit (or *Constitution II*) design which entered service in 2270.

CAPABILITIES: *Constitution III*-class ships are built to function as versatile exploratory craft, able to fulfill a wide range of mission objectives. The design and construction coincided with new developments in propulsion technology, which were integrated into the project development; the result is a class with the highest Impulse power-to-geometry ratio in the fleet, and a top speed of warp 9.99. This makes it ideal for rapidly responding to emergencies and changing circumstances in densely populated regions.

REFITS AND VARIANTS: The class is often regarded more as a refit project than a dedicated class, blurring the line between creating a new ship and rebuilding an existing one.

SUGGESTED MISSION PROFILES: Multirole Explorer, Strategic and Diplomatic Operations, Crisis and Emergency Response

NAMING CONVENTIONS: *Constitution III*-class vessels are mostly named after previous Starfleet vessels, often the ones which contributed components to the new design, such as the *Titan*.

NOTABLE EXAMPLES: U.S.S. Enterprise *(NCC-1701-G, formerly the* U.S.S. Titan *NCC-80102-A)*

STARSHIP

TRAITS: Federation Starship, *Constitution III* class, Legacy Components

SCALE: 5

SYSTEMS

COMMS 09	ENGINES 11	STRUCTURE 10
COMPUTERS 10	SENSORS 10	WEAPONS 10

DEPARTMENTS

COMMAND –	ENGINEERING +1	MEDICINE –
CONN +1	SECURITY –	SCIENCE +1

WEAPONS

- **Phaser Arrays**
- **Phaser Banks**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 4)

TALENTS

- **EXTENSIVE SHUTTLEBAYS:** See page 223.
- **IMPROVED IMPULSE DRIVE:** See page 223.
- **IMPROVED WARP DRIVE:** See page 224.

FOLLOWING IS A SELECTION OF SPACEFRAMES USABLE IN CAMPAIGNS FOCUSED ON CIVILIZATIONS OTHER than the Federation. Other ***Star Trek Adventures*** supplements provide additional non-Federation spaceframes.

D7

LAUNCH YEAR: 2257

OVERVIEW: The Klingon fleets of the mid-23rd century were a scattered collection of individual House fleets up until the late 2250s. After the ascension of Chancellor L'Rell of House Mo'Kai, the Klingon Empire began a concerted fleet reconstruction effort, consolidating military power with the Klingon Defense Force. Central to this was a ship design presented by the Chancellor as a new symbol of Klingon unity: this design would become known as the D7 Battlecruiser, and it would remain as the cornerstone of Klingon military might in space for decades to come.

CAPABILITIES: The D7 continues the long design traditions of the KDF by having a command pod at the end of a long detachable boom that connects to the engineering hull. With the primary purpose of the D7 being war, the weapon systems on board had top priority for the use of internal volume. Two separate photon torpedo launchers provide the spaceframe's primary destructive capabilities.

REFITS AND VARIANTS: Refits for the D7, and its successor the *K't'inga*-class depended greatly on if it was in service to the KDF or a Great House. One major development was the reintroduction of cloaking to the fleet in 2269.

SUGGESTED MISSION PROFILES: Battlecruiser, Strategic and Diplomatic Operations, Reserve Fleet.

NAMING CONVENTIONS: Klingon vessels have little in the way of standard naming conventions. Each House has its own traditions, as does the KDF.

NOTABLE EXAMPLES: I.K.S. Devisor, I.K.S. Gr'oth, I.K.S Klothos

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Klingon Starship, D7 class, Symbol of Klingon Unity

SCALE: 4

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 08
COMPUTERS 07	SENSORS 06	WEAPONS 09

DEPARTMENTS

COMMAND –	ENGINEERING –	MEDICINE –
CONN +1	SECURITY +2	SCIENCE –

WEAPONS

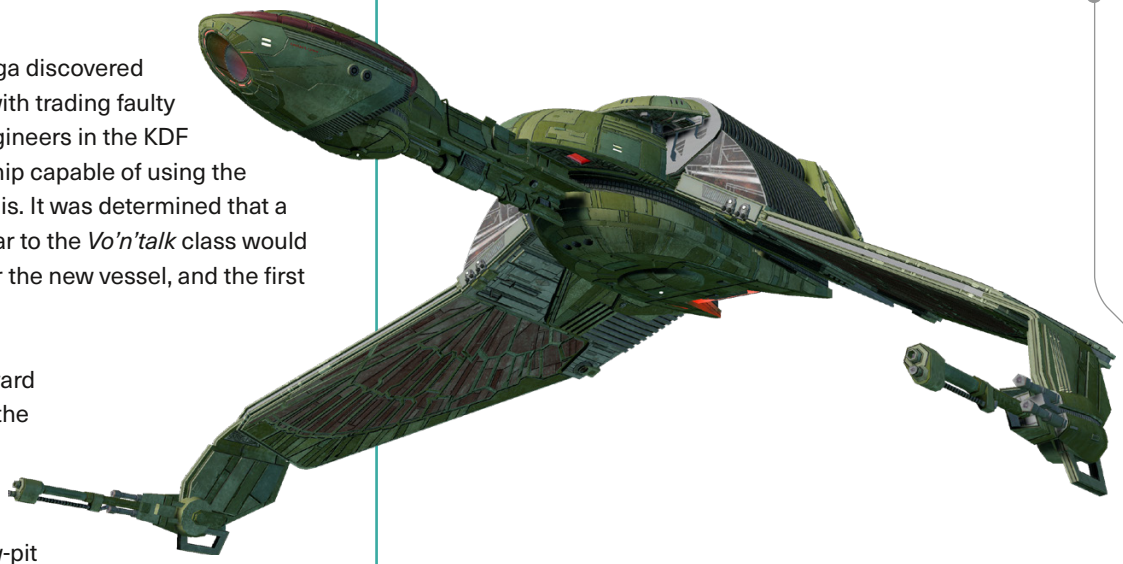
- **Disruptor Cannons**
- **Phaser Banks**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 3)

TALENT

- **RUGGED DESIGN:** See page 225.

B'REL

LAUNCH YEAR: 2280



OVERVIEW: Before K'tinga discovered the Romulan treachery with trading faulty cloaking devices, the engineers in the KDF began designing a starship capable of using the faulty cloaking device as is. It was determined that a bird-of-prey design similar to the *Vo'n'talk* class would provide the ideal form for the new vessel, and the first *B'rel* launched in 2280.

CAPABILITIES: The forward command pod contains the bridge and large captain's quarters that contained an area dedicated to either a *targ*-pit or *gagh* breeding tub so the commanding officer may always have fresh food. The majority of the small crew lived and worked in the engineering hull. The power generated from the multistage fusion reactors give the class an impressive sublight acceleration and a top warp velocity of 9.9 for a short duration. While the cloak is active, the drain on power is extreme, and cruising warp velocities are reduced to warp 5.

REFITS AND VARIANTS: Engineers continued to improve the cloaking devices through the 23rd and early 24th centuries, allowing for greater warp speeds while cloaked. Improvements to weapons systems and targeting arrays were also prioritized.

SUGGESTED MISSION PROFILES: Crisis and Emergency Response, Patrol, Tactical Operations.

NAMING CONVENTIONS: Klingon vessels have little in the way of standard naming conventions. Each House has its own traditions, as does the KDF.

NOTABLE EXAMPLES: I.K.S. Che'Ta', I.K.S. Ki'tang, I.K.S. Rotarran

STARSHIP

TRAITS: Klingon Starship, Bird of Prey, *B'rel* class, Agile Raider

SCALE: 3

SYSTEMS

COMMS 08	ENGINES 09	STRUCTURE 07
COMPUTERS 07	SENSORS 07	WEAPONS 09

DEPARTMENTS

COMMAND –	ENGINEERING –	MEDICINE –
CONN +1	SECURITY +2	SCIENCE –

WEAPONS

- **Disruptor Cannons**
- **Photon Torpedoes**
- **Tractor Beam** (Strength 2)

TALENTS

- **CLOAKING DEVICE:** See page 220.
- **FAST TARGETING SYSTEMS:** See page 223.

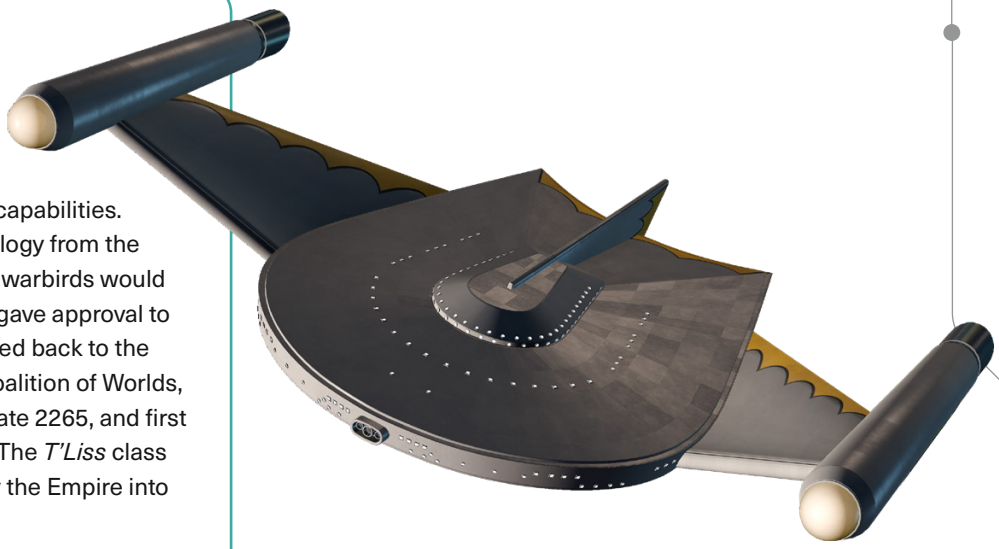
SPECIAL RULE

- **LANDING GEAR:** See page 196.

SPACEFRAME STATISTICS

T'LISS

LAUNCH YEAR: 2260



OVERVIEW: For the hundred years since the Earth-Romulan War, the Empire had continued to improve its weapon systems and ship building capabilities. Covert acquisition of duotronic technology from the Federation meant a new generation of warbirds would need to be built. The Romulan Senate gave approval to the Imperial Navy's design that harkened back to the older birds-of-prey used against the Coalition of Worlds, with the first leaving Romulus orbit in late 2265, and first being seen by the Federation in 2266. The *T'Liss* class would continue to be manufactured by the Empire into the early 24th century.

CAPABILITIES: *T'Liss* class birds of prey are larger vessels than their older counterparts. Four decks and crewed by 170, the vessel is both compact and uses much of its habitable space efficiently through shared bunks in officer and enlisted quarters. This highly compact habitable space is needed as the powerful plasma torpedo system takes up nearly half the internal volume of the vessel, with a significant percentage of the remaining space taken by the ship's paired matter/antimatter warp cores and dual fusion reactors. The ship also used a small and effective cloaking device that was tied into the vessel's shield emitters to reduce power demands.

REFITS AND VARIANTS: Romulan engineers continually improved the power output of their matter/antimatter reactors and reduced the power needs of the plasma torpedo system to the point that only a single reactor was needed.

SUGGESTED MISSION PROFILES: Espionage/Intelligence, Pathfinder and Reconnaissance, Tactical Operations, Technical Testbed.

NAMING CONVENTIONS: *T'Liss* warbirds are named after powerful senators the navy wished to gain favor with, and concepts of martial prowess.

NOTABLE EXAMPLES: Brak'en, D'tervik, Tovarek

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Romulan Starship, *T'Liss* class, Bird of Prey, Experimental

SCALE: 4

SYSTEMS

COMMS 06	ENGINES 07	STRUCTURE 07
COMPUTERS 08	SENSORS 09	WEAPONS 09

DEPARTMENTS

COMMAND –	ENGINEERING +1	MEDICINE –
CONN +1	SECURITY_+1	SCIENCE –

WEAPONS

- **Disruptor Banks**
- **Plasma Torpedoes**
- **Tractor Beam** (Strength 3)

TALENT

- **CLOAKING DEVICE:** See page 220.

SPECIAL RULE

- **PROTOTYPE:** The cloaking device employed on this vessel has some notable limitations. The vessel cannot travel at warp while cloaked, and the difficulty of the task roll to activate the cloak increases to 3.

D'DERIDEX

LAUNCH YEAR: 2350

OVERVIEW: The Romulan Empire kept to itself through the first half of the 24th century, continually expanding its borders away from the Federation. Using ideas gleaned from the Klingon Empire's trade of D7s in the late 2260s and further native technological advances, the Empire produced the *D'Deridex* class warbird beginning in 2350. The *D'Deridex* was successful enough that the Empire continued to produce it until the shipyards capable of building them were destroyed in the Romulan supernova.

CAPABILITIES: The massive spaceframe utilizes two different types of warp coil design. At each side standard warp nacelles and coils produce the warp field, but monopolar subspace field generators installed across the dorsal and ventral 'wings' of the vessel provide stability while at high warp velocities. This class is the first vessel of its size to be powered by an artificial quantum singularity, essentially a subspace compressed mass replicating a black hole on a small scale. The immense amount of power this can produce is augmented by standard fusion reactors and allows the ship to move at speeds of warp 9.6, and warp 6 even while under cloak.

REFITS AND VARIANTS: Refits leading into the Dominion War saw improvements to weapon and sensor systems. Plans for improving the quantum singularity reactor were begun in the 2380s but halted with the destruction of the Romulan star system.

SUGGESTED MISSION PROFILES: Battlecruiser, Multirole Explorer, Espionage/Intelligence, Tactical Operations, Technical Testbed.

NAMING CONVENTIONS: *D'Deridex* names include famous starship commanders from Romulan history and important Imperial worlds.

NOTABLE EXAMPLES: Devoras, Haakona, T'Met

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Romulan Starship, *D'Deridex* class, Imposing

SCALE: 6

SYSTEMS

COMMS 08	ENGINES 10	STRUCTURE 11
COMPUTERS 09	SENSORS 10	WEAPONS 09

DEPARTMENTS

COMMAND +1	ENGINEERING +1	MEDICINE –
CONN –	SECURITY +1	SCIENCE –

WEAPONS

- **Disruptor Banks**
- **Plasma Torpedoes**
- **Tractor Beam** (Strength 5)

TALENT

- **CLOAKING DEVICE:** See page 220.

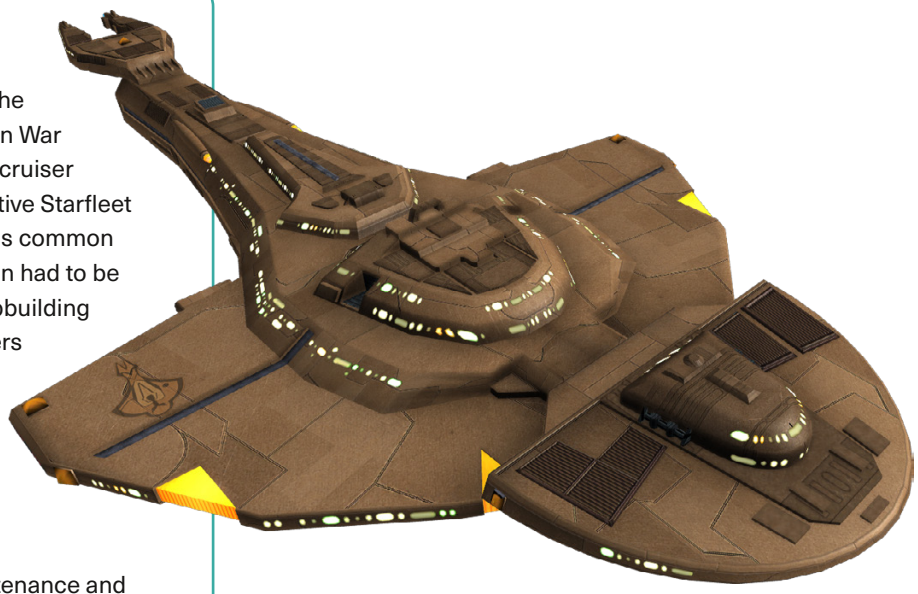
SPECIAL RULE

- **ABUNDANT PERSONNEL:** See page 196.

GALOR

LAUNCH YEAR: 2348

OVERVIEW: Designed and built during the middle of the long Federation-Cardassian War of the mid-24th century, the *Galor*-class cruiser was meant to be the answer to the effective Starfleet *Ambassador*- and *Excelsior*-class vessels common along the frontier. Sacrifices in the design had to be made as the Union lacked the same shipbuilding facilities as the Federation. These cruisers were rarely seen alone, and often in small squadrons of three to five. Through two wars, the *Galor* and her sister classes were the backbone of the Cardassian Central Command.



CAPABILITIES: Simplicity, ease of maintenance and construction, and having as small of a logistics need as possible were all important when the *Galor* was designed. These cruisers do not have a torpedo system installed, as Central Command felt wasting antimatter on weapons would limit the number of starships they could produce. Instead, this class utilized two separate energy weapon systems: phaser arrays spread across the outer hull and a heavy forward mounted disruptor emitter.

REFITS AND VARIANTS: Central Command issued orders after the class came into service to improve the weapon systems with any captured technology. During the Dominion War, this focus changed to improvements to the outer hull and warp propulsion.

SUGGESTED MISSION PROFILES: Espionage/ Intelligence, Pathfinder and Reconnaissance, Patrol, Reserve Fleet, Tactical Operations, Technical Testbed.

NAMING CONVENTIONS: *Galor* class cruisers take their names from famous war leaders of Cardassia's past, important cities on Cardassian Prime, and war heroes.

NOTABLE EXAMPLES: Aldara, Prakesh, Reklar

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Cardassian Starship, *Galor* class

SCALE: 4

SYSTEMS

COMMS 08	ENGINES 09	STRUCTURE 08
COMPUTERS 08	SENSORS 07	WEAPONS 09

DEPARTMENTS

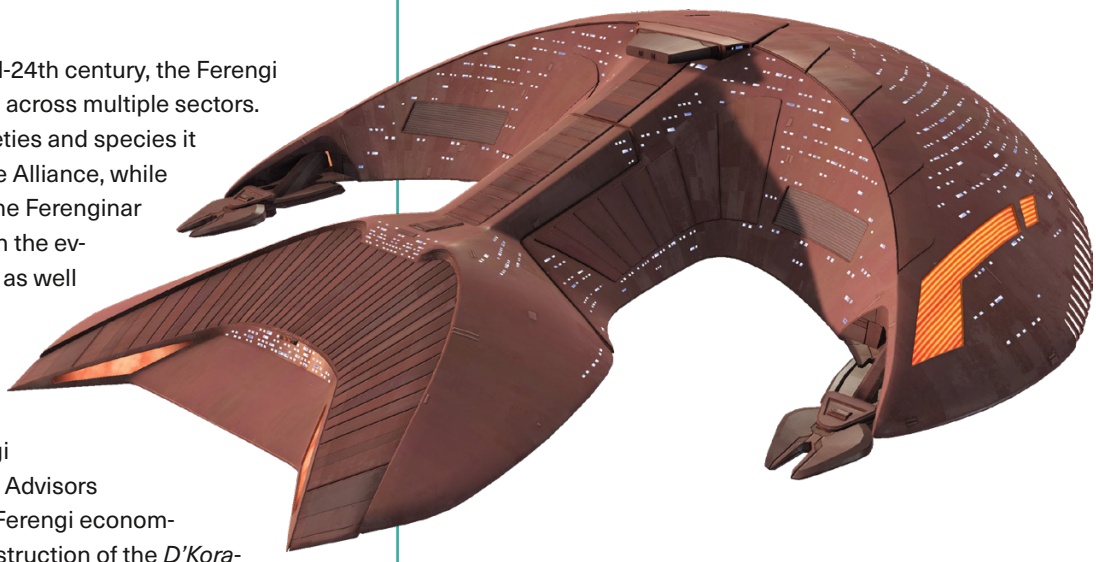
COMMAND +1	ENGINEERING +1	MEDICINE –
CONN –	SECURITY +1	SCIENCE –

WEAPONS

- **Phaser Banks**
- **Disruptor Spinal Lance**
- **Tractor Beam** (Strength 3)

D'KORA

LAUNCH YEAR: 2350



OVERVIEW: By the mid-24th century, the Ferengi Alliance had expanded across multiple sectors. The vast range of societies and species it encountered meant the Alliance, while heavily centralized in the Ferenginar system, had to maintain the ever-growing trade lanes as well as ensure the markets would stay linked to the homeworld, through free trade or by force. The Ferengi Congress of Economic Advisors levied a tax on all non-Ferengi economic activity to begin construction of the *D'Kora*-class marauder. Ferenginar had no active force like Starfleet, but the Congress would provide a letter of marque to any free trader willing to captain and crew a vessel for the good of the Alliance. *D'Kora* marauders quickly became a symbol of the Ferengi Alliance across the Alpha and Beta Quadrants, feared for their weaponry and the economic exploitation that would occur in their presence.

CAPABILITIES: The *D'Kora* needed a large amount of its internal volume as mission adaptable space, but the vast majority of commanding officers used this space as cargo storage. The standard production vessel included a unique system tied to the vessel's warp coils. If these warp coils were purposely put out of alignment and charged, the plasma could be discharge as a powerful electromagnetic pulse, disrupting a hostile ship's systems and defensive shielding, and, in a best case, render the other ship powerless and available for acquisition.

REFITS AND VARIANTS: The Ferengi Alliance stayed out of the Dominion War except for arms sales to both sides. Trading in war zones can be hazardous to the safety of one's ship, thus the Alliance put forth a rare regulation to improve the marauder's shielding, structural integrity fields, and other safety equipment.

SUGGESTED MISSION PROFILES: Espionage/Intelligence, Pathfinder and Reconnaissance, Tactical Operations, Technical Testbed.

SPACEFRAME STATISTICS

STARSHIP

TRAITS: Ferengi Starship, *D'Kora* class, Marauder, The Best Latinum Can Buy

SCALE: 5

SYSTEMS

COMMS 09	ENGINES 10	STRUCTURE 10
COMPUTERS 08	SENSORS 09	WEAPONS 07

DEPARTMENTS

COMMAND +1	ENGINEERING +1	MEDICINE –
CONN –	SECURITY –	SCIENCE +1

WEAPONS

- **Phaser Banks**
- **Electromagnetic Cannon**
- **Disruptor Banks**
- **Tractor Beam** (Strength 4)

NAMING CONVENTIONS: *D'Kora*-class maruaders take names from their commanding officers or their loved ones, or the limited liability companies they are owned by.

NOTABLE EXAMPLES: Damsel, Krayton, Kreechta

.:CHAPTER 5.4

MISSION PROFILES AND OTHER ENHANCEMENTS

"IT IS THE UNKNOWN THAT DEFINES OUR EXISTENCE. WE ARE CONSTANTLY SEARCHING, NOT JUST FOR ANSWERS TO OUR QUESTIONS, BUT FOR NEW QUESTIONS. WE ARE EXPLORERS."

- COMMANDER BENJAMIN SISKO

RODRIGO GONZALEZ TOLEDO

LT. COMMANDER BURK VEN JAXA

A ship's mission profile is a key part of what makes one starship different from another in the same class. You and your group have the opportunity to customize your vessel by selecting a mission profile that suits your interests and needs.

ALL SPACEFRAMES HAVE A **MISSION profile**, which determines the specialized equipment installed before venturing into the unknown, the priority in personnel the ship's fleet gives the vessel, and its overall mission goal.

This section details 10 of the most common mission profiles. Gamemasters and players are encouraged to amend these mission profiles or create their own based on their game's needs and desires. Other ***Star Trek Adventures*** supplements provide additional mission profiles.

Each mission profile details:

- **SYSTEMS:** Each mission profile increases one of the ship's systems by 1.
- **DEPARTMENTS:** Each mission profile provides the base ratings for the ship's departments.
- **TALENTS:** Each mission profile lists a selection of talents related to the mission profile.

BATTLECRUISER

MISSION PROFILE

In the mid-23rd century, the lessons of the Earth-Romulan War are still firmly in the minds of those on the core Federation worlds, and some vessels are outfitted as vessels of war in case hostilities begin with the Klingon or Romulan Empires. A similar push to develop heavy combat vessels arose during the Borg crisis and Dominion War in the 2360s and 2370s. These vessels are rare in Starfleet, and those outfitted as such rarely stray far from important starbases or the worlds they guard.

SYSTEMS

INCREASE WEAPONS BY 1

DEPARTMENTS

COMMAND 02	ENGINEERING 02	MEDICINE 01
CONN 02	SECURITY 03	SCIENCE 02

TALENTS

Select one of the following talents:

- ABLATIVE ARMOR
- COMMAND SHIP
- FAST TARGETING SYSTEMS
- IMPROVED DAMAGE CONTROL
- RAPID FIRE TORPEDO LAUNCHER

CRISIS AND EMERGENCY RESPONSE

MISSION PROFILE

These vessels are equipped to respond quickly to a crisis, whatever it may be. Normally capable of supporting expansive shuttlebays, they can deploy large quantities of personnel or cargo to, or evacuate large populations from, disaster areas. Such vessels also serve as hospital ships and troop transport during conflicts.

SYSTEMS

INCREASE SENSORS BY 1

DEPARTMENTS

COMMAND 02	ENGINEERING 01	MEDICINE 02
CONN 02	SECURITY 02	SCIENCE 03

TALENTS

Select one of the following talents:

- ADVANCED SICKBAY
- EMERGENCY MEDICAL HOLOGRAM
- EXTENSIVE SHUTTLEBAYS
- MODULAR LABORATORIES

ESPIONAGE / INTELLIGENCE

MISSION PROFILE

Vessels equipped for espionage are rare in active Starfleet service, but are used by member cultures within the Federation, and by other polities such as the Romulan Empire and Cardassian Union, whose intelligence agencies often employ dedicated vessels (whether or not they are legally permitted to), and in many cultures, intelligence agencies may commandeer existing vessels for their needs. These vessels are often equipped with highly sensitive monitoring devices, enhanced sensors, and stealth systems (though stopping short of actual cloaking devices for Starfleet vessels). These vessels range close to—and sometimes beyond—foreign borders. Serving on these ships is often a dangerous and thankless proposition.

SYSTEMS

INCREASE SENSORS BY 1

DEPARTMENTS

COMMAND 02	ENGINEERING 01	MEDICINE 01
CONN 02	SECURITY 03	SCIENCE 03

TALENTS

Select one of the following talents:

- ELECTRONIC WARFARE SYSTEMS
- HIGH-RESOLUTION SENSORS
- IMPROVED REACTION CONTROL SYSTEM
- REDUCED SENSOR SILHOUETTE

FLAGSHIP

MISSION PROFILE

Flagships are a specialized form of command ship, with a dedicated flag bridge or strategic operations center within the vessel. These ships can act as a mobile fleet headquarters, with systems and personnel dedicated to ensuring the operations of whole fleets, or even serving as a vessel for the continuity of command should disaster strike.

SYSTEMS

INCREASE COMMS BY 1

DEPARTMENTS

COMMAND 03	ENGINEERING 02	MEDICINE 01
CONN 01	SECURITY 03	SCIENCE 02

TALENTS

Select one of the following talents:

- COMMAND SHIP
- DEDICATED SUBSPACE TRANSCEIVER ARRAY
- DIPLOMATIC SUITES
- REDUNDANT SYSTEMS (COMMUNICATIONS)

MULTIROLE EXPLORER

MISSION PROFILE

Many of Starfleet's most renowned and revered vessels have been jack-of-all-trades ships, rather than specialized for a single type of mission. This versatility allowed the likes of Jonathan Archer, Christopher Pike, James Kirk, and Jean-Luc Picard to explore strange new worlds, seek out new life and new civilizations, and boldly go where no one has gone before.

SYSTEMS

INCREASE ANY ONE SYSTEM BY 1

DEPARTMENTS

COMMAND 02	ENGINEERING 02	MEDICINE 02
CONN 02	SECURITY 02	SCIENCE 02

TALENTS

Select one of the following talents:

- IMPROVED HULL INTEGRITY
- IMPROVED POWER SYSTEMS
- REDUNDANT SYSTEMS
- RUGGED DESIGN
- SECONDARY REACTORS

PATHFINDER AND RECONNAISSANCE OPERATIONS

MISSION PROFILE

Long-range missions often employ the most advanced stellar cartography and astrometric facilities, allowing them to chart and navigate unknown regions of space more effectively, especially where spatial distortions make those regions difficult to navigate. These vessels are relied upon for extended exploratory missions, intelligence-gathering military operations, and risky "pathfinder" operations into the unknown.

SYSTEMS

INCREASE ENGINES BY 1

DEPARTMENTS

COMMAND 02	ENGINEERING 02	MEDICINE 01
CONN 03	SECURITY 02	SCIENCE 02

TALENTS

Select one of the following talents:

- IMPROVED REACTION CONTROL SYSTEM
- IMPROVED WARP DRIVE
- RUGGED DESIGN
- HIGH-RESOLUTION SENSORS

PATROL

MISSION PROFILE

Patrol vessels are dedicated to acting as peacekeepers in regions of space where hostility is not only possible, but likely. These vessels tend to operate along borders with other polities, and act as picket vessels during fleet actions. In times of peace, patrol vessels can be assigned to survey missions, or operate patrols against pirates, smugglers, and similar dangers.

SYSTEMS

INCREASE SENSORS BY 1

DEPARTMENTS

COMMAND 01	ENGINEERING 01	MEDICINE 02
CONN 03	SECURITY 03	SCIENCE 02

TALENTS

Select one of the following talents:

- FAST TARGETING SYSTEMS
- HIGH-RESOLUTION SENSORS
- IMPROVED POWER SYSTEMS

SCIENTIFIC AND SURVEY OPERATIONS

MISSION PROFILE

Starfleet's mission of exploration and discovery means that it employs many vessels for purely scientific missions, studying unknown phenomena, or supporting ongoing research. While most Federation starships are expected to have at least some capacity for scientific endeavor, some vessels are outfitted specifically for such missions.

SYSTEMS

INCREASE COMPUTERS BY 1

DEPARTMENTS

COMMAND 02	ENGINEERING 03	MEDICINE 02
CONN 01	SECURITY 01	SCIENCE 03

TALENTS

Select one of the following talents:

- ADVANCED RESEARCH FACILITIES
- ADVANCED SENSOR SUITES
- HIGH-RESOLUTION SENSORS
- MODULAR LABORATORIES

STRATEGIC AND DIPLOMATIC OPERATIONS

MISSION PROFILE

Vessels equipped for this profile are often placed under the command of flag officers and used as the heart of squadrons, battlegroups, and even whole fleets. These ships, and the prestige and standing that accompanies them, are also used for major diplomatic undertakings where they can serve as mobile embassies and represent the best of the Federation.

SYSTEMS

INCREASE COMMUNICATIONS BY 1

DEPARTMENTS

COMMAND 02	ENGINEERING 01	MEDICINE 02
CONN 02	SECURITY 02	SCIENCE 03

TALENTS

Select one of the following talents:

- COMMAND SHIP
- DIPLOMATIC SUITES
- ELECTRONIC WARFARE SYSTEMS
- EXTENSIVE SHUTTLEBAYS

TACTICAL OPERATIONS

MISSION PROFILE

While Starfleet is not a military, the defense of the Federation is one of Starfleet's responsibilities, and Starfleet has been required to prepare for war on numerous occasions. Thus, many ships are equipped for peacekeeping and military actions, though the number of vessels outfitted in this manner varies depending on the politics of the day.

SYSTEMS

INCREASE WEAPONS BY 1

DEPARTMENTS

COMMAND 02	ENGINEERING 02	MEDICINE 02
CONN 02	SECURITY 03	SCIENCE 01

TALENTS

Select one of the following talents:

- ABLATIVE ARMOR
- FAST TARGETING SYSTEMS
- IMPROVED DAMAGE CONTROL
- IMPROVED IMPULSE DRIVE

SERVICE RECORD

A STARSHIP'S SERVICE RECORD (KNOWN BY THE Klingons as a ship's Record of Battle, and other names by other spacefaring civilizations) may be selected to represent key elements of a starship's life of service. Selecting a service record provides an additional trait for the ship to reflect her life of service, and provides the following modest benefits:

- **TRAIT:** The ship receives an additional trait matching the title of the service record.
- **SPECIAL RULE:** Each service record adds an additional special rule to the ship.

Service records are not required for play; they are an optional element to add flavor and roleplaying potential. Players should work with their gamemaster to create alternative service records as desired. Ships may only have one service record and they cannot be swapped out.

.: AGING RELIC

The ship has been in service for decades, and has been home to many crews. Only the longest-serving crew are likely to remember when it was new.

LARGER CREW: The ship's Crew Support is increased by 1.

.: DEPENDABLE WORKHORSE

The ship is dependable, with a solid record of successful missions and accomplishments. While overshadowed by more famous ships, this vessel is nevertheless a mainstay of the fleet, with a competent, dedicated crew.

RELIABLE: Whenever the ship rolls to assist a task attempt, the group may spend 1 Momentum to ignore any complications rolled on the ship's die.

.: LEGENDARY

This ship is famous, having been at the center of one or more major events that shaped the history and politics of one or more civilizations. This comes with great prestige for those involved.

PRESTIGIOUS POSTING: When a new supporting character is first introduced, apply a single improvement to them immediately, like a milestone (page 167).

.: HOPE SHIP

This vessel's service has been spent responding to distress calls and disasters, warping to the rescue of those in danger or subjected to great hardship. The ship is heavily refitted for disaster relief, evacuation, and medical catastrophes, and the crew often have additional emergency medical training.

MISSION OF MERCY: The first time in a scene when an enemy makes an attack against this ship, the gamemaster must spend 1 Threat. The hope ship must add 1 Threat the first time in any scene it makes an attack.

.: PROTOTYPE

The ship is brand new, first of her class, and laden with the newest technologies, assembled to be tested and studied. There are potentially a whole host of unknown problems and challenges to face, as novel systems clash or malfunction as they interact in unexpected ways.

EXPERIMENTAL VESSEL: When the ship is created, apply two additional refits to the ship. In addition, whenever the ship assists a task attempt, the ship's die increases its complication range by 2 (to 18–20). A milestone refit (see page 167) can remove this complication range increase, representing the ship's crew working out the problems in the prototype design.

.: SURVIVOR OF X

NOTE: Replace X with the name of a battle or war

This ship was involved in some of the fiercest battles, surviving the fighting, though not without scars. The crew is battle-hardened and prepared for anything.

READY FOR BATTLE: During the first round of ship combat, the gamemaster must spend 1 additional Threat to allow an enemy ship to take the first turn.

REFITS

STARSHIPS RECEIVE REFITS THROUGHOUT THE spaceframe's service life. Refits represent significant overhauls performed at starbases and spacedocks, taking from days to months of work. In some cases, ships that have served for decades may receive substantial overhauls, taking a year or more to complete. Whatever the nature of these upgrades, older vessels will have received many refits.

A ship receives one refit for every 10 full years of spaceframe service. Each refit increases one of the ship's systems by 1. No system may be refit more than twice in a ship's lifetime. No system may be raised above 12 through refits.

For each refit your ship undergoes, roll on the Refit Selection table or work with your group to choose a system to refit.

.:REFIT SELECTION

D20	REFIT
1–3	Communications
4–6	Computers
7–9	Engines
10–12	Sensors
13–15	Structure
16–18	Weapons
19–20	Roll Again or Select

> ***EXAMPLE:*** *The group creates a new* Constitution*-class vessel, the* U.S.S. Challenger*. Their year of play is 2273. With the* Constitution *class originally rolling out in 2243, the players select three refits. They decide to add 1 each to Communications, Computers, and Sensors to help focus the* Challenger *and crew on deep space scientific exploration.*

MARC BELL

.:CHAPTER 5.5

STARSHIP TALENTS

"WELL, WE'RE STARFLEET. FIGURING OUT IMPOSSIBLE PROBLEMS IS WHAT WE DO, SO LET'S JUST KEEP CALM AND, UH, TRY TO THINK OF A SOLUTION."

- CAPTAIN CAROL FREEMAN

RODRIGO GONZALEZ TOLEDO

LT. COMMANDER BURK VEN JAXA

There's more to a starship than its plating, weapons, engines, and optical data networks. Each spaceframe class and individual ship within each class has specific capabilities and functions installed to effectively support her mission and help the crew succeed. This chapter discusses those particular ship talents.

WHILE EACH VESSEL WITHIN A GIVEN starship class is created from the same design, individual ships within a class can vary widely based on their **talents**. These talents provide advantages during certain circumstances and can represent anything from specialized technologies to modified construction elements.

Every starship begins play with a number of talents equal to its **Scale**, some of which are provided by the ship's class and its mission profile. Talents are separate from any **special rules** specific to the vessel (see page 196).

Some talents have one or more specific requirements. These are conditions that must be fulfilled before the talent can be selected. Some of these requirements are a particular year, where the talent represents a specific technology introduced in that year—these talents cannot be taken if the date of the game is prior to that year, as the technology hasn't been invented yet (though the gamemaster may make exceptions).

Most talents have a **condition** and a **benefit**. The **condition** is the circumstances under which the talent can be used, and the **benefit** is what the ship gains from meeting that condition. Some of these conditions are mechanical are mechanical in nature, while othersmay be more narrative in function.

None of these talents may be selected more than once, *unless otherwise expressly noted*. If two different talents have benefits which can be combined, their benefits stack.

.: ABLATIVE ARMOR

REQUIREMENT: 2368 onwards

The vessel's hull plating has an additional ablative layer that disintegrates slowly under extreme temperatures. Increase the ship's Resistance by 2.

.: ADAPTABLE ENERGY WEAPONS

REQUIREMENT: 24th century or later

When you select this talent, select one of the energy weapons on your ship, and choose a different energy weapon type (the emitter remains unchanged). When you make an attack using that energy weapon, you may use the alternate energy weapon type for the attack, but the complication range of that attack is increased by 1.

You may select this talent multiple times, choosing a different energy weapon type each time.

.: ADAPTIVE SHIELD MODULATOR

REQUIREMENT: 24th century or later

When the *Modulate Shields* action is taken, the ship's Resistance is increased by a further +1 by that action. Further, the ship may have its shields raised when operating in **silent running** (see sidebar opposite).

.: ADVANCED EMERGENCY CREW HOLOGRAMS

REQUIREMENT: 2380 onward

The ship has several holographic supporting characters (which should be pregenerated, see page 146) equal to half the ship's Computers score (round up); their appearance and personality are determined when the ship is created, though the supporting characters have a species trait of **Hologram**. These can be activated or deactivated as a minor action, and they do not require any Crew Support to appear. They cannot operate outside of the ship, and they do not improve when introduced in subsequent adventures. However, if any character advances are used to improve these supporting characters, all the supporting characters granted by this talent receive the advance.

.: ADVANCED MEDICAL WARD / SICKBAY

REQUIREMENT: Medicine 3+

The ship gains the **Advanced Medical Ward** or **Advanced Sickbay** trait, which applies to all tasks related to medicine and biology performed within the ward or sickbay, and stacks with the normal benefits of being in sickbay (see page 190). This trait is lost if the ship's Computers system is disabled. In addition, the ship receives one additional Crew Support, which may only be used to introduce supporting characters from the Medical department.

.: ADVANCED RESEARCH FACILITIES

REQUIREMENT: Science 3+

The vessel is equipped with additional laboratories and long-term research facilities. Whenever a character aboard the ship succeeds at a task to perform research, and they are assisted by the ship's **Computers + Science**, they may ask two additional questions, as if they had spent Momentum to *Obtain Information*.

.: ADVANCED SENSOR SUITES

Whenever a character performs a task roll assisted by the ship's Sensors, the ship may roll 2d20 for assistance rather than only one (if Reserve Power is rerouted to Sensors, one of these dice is set to a 1). This talent cannot be used if the ship is suffering one or more breaches to Sensors.

▷ SILENT RUNNING

A ship may operate on "silent running"; while doing so, the ship's systems are reduced to a minimum: the ship cannot have shields or weapons armed and may not move by any means other than maneuvering thrusters. Further, as active sensors are shut down, the ship relies only on passive sensors, adding 1 to the Difficulty of any tasks assisted by the ship's Sensors systems. While "silent running", the ship cannot be detected unless it is at Close range or the zone it is in has been actively scanned.

A vessel which moves using Impulse or Warp, or which raises shields, arms weapons, or takes the Reroute Power action immediately stops "silent running".

.: ADVANCED SHIELDS

The ship's shields are state-of-the-art, using the latest developments. The ship's maximum shield capacity is increased by 5.

.: ADVANCED TRANSPORTERS

REQUIREMENT: 24th century or later, Science 4+

When you use the transporters, if you have rerouted Reserve Power to the ship's Sensors, select one trait in play that is negatively affecting the transporter's task. If the trait is increasing the task's Difficulty, ignore the effects of that trait. If the trait instead makes the transporter's task impossible, change that effect to instead increase the Difficulty by 1.

.: ANNULAR CONFINEMENT JACKETING

REQUIREMENT: 23rd century or later

The ship may make an attack with its energy weapons while at warp; however, the range of these attacks is limited to Close range, and the Difficulty for the attack is increased by 1.

.: AUTOMATED DEFENSES

REQUIREMENT: 23rd century or later, Security 3+

At the end of a round, if no attacks were made using the ship's weapons, the ship may make an energy weapon attack using its **Weapons + Security** (without assistance) against a target within Close range. Momentum may be used and generated as normal for this attack.

.: AUTOMATIC RETURN

REQUIREMENT: 23rd century or later

The ship's computer is programmed to recognize a starbase, colony, or some other location as its home base. The shuttles on board have the same programming and recognize the ship as their home base. If the ship's Computers system goes for 10 days without commands from the crew, it will automatically pilot the ship back to the home base at maximum impulse.

.: BACKUP EPS CONDUITS

When the ship is **shaken** and loses Reserve Power, roll 1d20; if you roll equal to or under your ship's Structure, regain Reserve Power.

.: CAPTAIN'S YACHT

The vessel has a single additional support craft, normally mounted in a dedicated port under the saucer of the ship. These craft, larger than most shuttles, are often used for diplomatic missions and special excursions special excursions.

The ship has one additional small craft, which does not count against the ship's small craft capacity and does not launch from the shuttlebay. The captain's yacht statistics can be found on page 235.

.: CLOAKING DEVICE

REQUIREMENT: Klingon or Romulan ship, or gamemaster's discretion

Activating the device is a major action which requires Reserve Power, and which requires a **Control + Engineering** task with a Difficulty of 2, assisted by the ship's **Engines + Security**. This is operated from the ship's Tactical position. If successful, the vessel gains the **Cloaked** trait. While cloaked, the vessel cannot attempt any attacks, nor can it be the target of an attack unless the attacker has found some way of detecting the cloaked vessel. While cloaked, a vessel's shields are down. Deactivating the cloaking device requires a minor action.

.: COMMAND SHIP

REQUIREMENT: Command 3+

When a character on the ship succeeds at a Command task to create a trait, they may always be assisted by the ship's **Communications + Command**, and they may confer the trait to allied ships, landing parties, or away teams with whom the ship maintains a communication link.

▷ DEDICATED AUXILIARY CRAFT

The captain's yacht is one of the more common forms of specialized support craft used by Starfleet, but it is far from the only type. Starfleet and other fleets have experimented with other forms of specialized auxiliary craft, with examples including the Aeroshuttle designed alongside the *Intrepid*-class starship, and the Waverider designed to function with the *Nova*-class. For these craft, work with your gamemaster to modify the captain's yacht profile to suit the desired purpose.

▷ CLOAKING DEVICES AND POLITICS

The technology of cloaking devices has existed in some form or another since at least the 22nd century; the Klingons and the Romulans had stable, functional cloaking by the mid-23rd century. However, the Federation rarely employed cloaking prior to the 24th century, and was legally barred from developing or operating cloaking technology under the Treaty of Algeron in 2311.

If you want to include a cloaking device on your ship, discuss the matter with your gamemaster to determine whether such technology is fitting or appropriate for your game; a ship with an illegal cloak could be interesting in some games, but unsuitable in others. Further, if a cloaking device has a different technological base than the rest of the ship, integrating it could produce all manner of quirks, oddities, or complications.

.: DEDICATED PERSONNEL (X)

Choose a single department. The ship gains 2 additional Crew Support, which may only be used to establish supporting characters who are part of that department.

.: DEDICATED SUBSPACE TRANSCEIVER ARRAY

This talent enhances the vessel's communication range and clarity, even at warp. Any tasks involving sending, receiving, or intercepting subspace or standard communications may re-roll the ship's assistance dice as long as the ship's Communications system is not disabled.

EREN ARIK

.:DELUXE GALLEY

REQUIREMENT: Command 3+

The ship's mess hall is equipped with top-of-the-line food preparation systems as well as vast stores of non-replicated food.

Once per adventure, you may create a *Fine Dining* trait for free when the ship is visited by a VIP, diplomat, or other important guest. When a character attempts a task using Presence and/or Command and benefits from this trait, the character receives 1 bonus Momentum, which may not be saved.

.:DIPLOMATIC SUITES

The ship has numerous high-quality staterooms for hosting VIPs, as well as briefing rooms and other facilities that allow the ship to serve as a neutral ground for diplomatic summits, trade negotiations, and similar functions, including making environmental adjustments to make alien diplomats more comfortable.

When hosting negotiations, members of the crew may be assisted by the ship's **Computers + Command** or **Structure + Command**.

.:DUAL ENVIRONMENT

REQUIREMENT: 24th century or later

The ship is outfitted with redundant system rooms that can be filled with gases or liquids that allow crew members requiring different atmospheric conditions to work side by side with the rest of the crew. A character who is in a redundant system room may assist others in the connected system room as if they were in the same room.

.:ELECTRONIC WARFARE SYSTEMS

Whenever a character at the communications station on the ship creates a trait to represent intercepting enemy communications, or to create interference or jamming signals which would hinder enemy communications, they may spend 1 Momentum to increase the Potency of that trait by one step, or to affect a second enemy vessel.

.:EMERGENCY MEDICAL HOLOGRAM (EMH)

REQUIREMENT: 2371–2380

The ship has one additional supporting character, an Emergency Medical Hologram (EMH), using the attributes, departments, and so forth as shown in the sidebar, which does not cost any Crew Support to introduce, and which does not automatically improve when introduced. This character can only go to locations on the ship which are equipped with holo-emitters.

After 2380, this talent is obsolete, as all Starfleet vessels are outfitted with an EMH.

SUBSEQUENT EMH MODELS

For every three years after 2371, the current model of EMH is replaced by a newer model (Mark II in 2374, Mark III in 2377, and Mark IV in 2380). After 2380, this talent is replaced by **Advanced Emergency Crew Holograms**. Apply the following cumulative changes to these models:

- **MARK II:** +1 Presence
- **MARK III:** +1 Medicine
- **MARK IV:** Add the **Technical Expertise** talent (page 150)

.:EXPANDED EMERGENCY MEDICAL FACILITIES

Whenever a character attempts a task to identify specific illnesses or injuries, or to determine the severity of a patient's condition, they may diagnose a number of patients equal to the ship's Medical rating. If the character also has the **Triage** talent, they may diagnose two additional patients by spending 1 Momentum (Repeatable).

During an extended task to process and treat many sick or injured patients, a character aboard the ship increases their **Impact** by 1.

EMERGENCY MEDICAL HOLOGRAM

MINOR NPC

This profile represents a typical Mark I Emergency Medical Hologram, an acerbic and ill-tempered program often disliked by the crews serving alongside them.

FOCUSES: Emergency Medicine, Infectious Diseases, Surgery, Xenobiology

PERSONAL THREAT: 0 **PROTECTION:** 0

ATTRIBUTES

CONTROL 10	FITNESS 08	PRESENCE 07
DARING 09	INSIGHT 08	REASON 10

DEPARTMENTS

COMMAND 01	ENGINEERING 02	MEDICINE 04
CONN 02	SECURITY 01	SCIENCE 04

ATTACKS

- None

TALENTS

- **FIRST RESPONSE:** See page 165.
- **TRIAGE:** See page 165.

.:EXPANDED MUNITIONS

The ship may add one weapon to its profile: either an energy weapon (choose an energy type and a delivery mechanism) or a torpedo type. This talent is often taken by Starfleet vessels to add Quantum Torpedoes to a ship's arsenal.

This talent may be taken multiple times, adding a different weapon each time.

.:EXPANSIVE DEPARTMENT (X)

REQUIREMENT: A department with a score of 5

When you select this talent, select a single department on the ship with a score of 5. Whenever a ship assists a task roll using the chosen department, you may ignore a complication by spending 1 Momentum (Immediate, Repeatable).

.:EXTENSIVE AUTOMATION

REQUIREMENT: Computer system of 10+

The ship has been configured to operate on a much smaller crew, relying on automation to handle tasks normally performed by personnel. Even purely physical tasks can be replaced by automation, using compact technical drones, such as the DOT-7 present on some 23rd century Starfleet vessels, like the *U.S.S. Discovery*.

The ship's Crew Support is reduced to half its normal value (rounded up). However, the ship may attempt tasks by itself, and may even take a turn during a combat round by itself. If it does so, add 1 Threat before a task is attempted, and make the roll using the ship's systems and departments.

.:EXTENSIVE MEDICAL LABORATORIES

REQUIREMENT: Medicine 4+

While in sickbay, when an extended task is attempted to study an unknown medical condition, or to develop a treatment for one, the characters performing the extended task each adds 1 to their **Impact** (page 271).

.:EXTENSIVE SHUTTLEBAYS

The vessel's shuttlebays are large, well-supplied, and able to support a larger number of active shuttle missions simultaneously. The ship's Small Craft Readiness is increased by an amount equal to the ship's Scale minus 1, and it may carry up to two Scale 2 small craft (typically runabouts).

.:FAST TARGETING SYSTEMS

REQUIREMENT: Security 3+

When you use the *Targeting Solution* minor action, you may gain *both* benefits: re-roll a d20 on the next attack *and* choose the system hit by the attack.

.:HIGH-INTENSITY ENERGY WEAPONS

REQUIREMENT: Weapons 10+

If Reserve Power is rerouted to Weapons, the next attack using one of the ship's energy weapons increases Damage by 2.

.:HIGH-POWER TRACTOR BEAM

The ship's tractor beam systems channel far greater quantities of power and exert much more force on the target. Increase the strength of the ship's tractor beam by 2.

.:HIGH-RESOLUTION SENSORS

The vessel's sensors can gain large amounts of accurate data, though they are extremely sensitive. While the vessel is not in combat, any successful task assisted by the ship's Sensors gains 1 bonus Momentum. Bonus Momentum may not be saved.

.:IMPROVED DAMAGE CONTROL

When a character takes the *Damage Control* action aboard the ship, they may re-roll a single d20. When attempting an extended task related to repairing the ship, anyone working on that extended task adds 1 to their **Impact** (page 271).

.:IMPROVED HULL INTEGRITY

The ship's hull has been reinforced to better endure stress and damage. The ship's Resistance is increased by 1.

.:IMPROVED IMPULSE DRIVE

When a character uses the *Impulse* minor action while on this ship, they may spend 2 Momentum to increase the Difficulty of attacks against the ship by +1 until the start of that character's next turn, due to the ship's rapid acceleration.

.:IMPROVED POWER SYSTEMS

When a character attempts the *Regain Power* action, the Difficulty is reduced by 1, to a minimum of 1, and you may spend 1 Momentum (Immediate) to ignore complications suffered on that task roll.

.:IMPROVED PROBE BAY

When a character uses the *Launch Probe* minor action, the probe may be launched to a location up to five zones away. In addition, the probes are no longer destroyed if they take any damage; instead, each probe has 3 Shield points, and are destroyed if they take one breach.

TOBIAS RICHTER

.:IMPROVED REACTION CONTROL SYSTEM

Whenever the ship attempts to move through difficult terrain, reduce the Momentum cost of the difficult terrain by 1, to a minimum of 0.

.:IMPROVED SHIELD RECHARGE

REQUIREMENT: Security 3+

Whenever the *Regenerate Shields* action is successful, the ship regains shields equal to the character's Engineering department rating +1, plus 3 more by spending 1 Momentum (Repeatable), instead of the normal amount.

.:IMPROVED WARP DRIVE

Whenever the ship takes the *Warp* major action, roll a d20; if you roll equal to or under the ship's Engines, you do not spend Reserve Power for the ship.

.:MODULAR LABORATORIES

REQUIREMENT: Science 2+

The **opportunity cost** of establishing a science lab (page 189) is reduced to 0 for the first laboratory established, and to 1 for the second.

.:POINT DEFENSE SYSTEM

REQUIREMENT: Security 3+

The ship is equipped with a system of small energy weapon emitters that operates independently from the main weapons systems. When a torpedo targets the ship, these emitters start firing in the direction the torpedo is traveling from, potentially destroying it before it impacts the shields or the ship's hull.

This system does not function while the ship is travelling at warp. The ship is considered to have Cover against torpedo attacks, increasing the Difficulty of the attack by 1. This talent stops functioning if the ship has suffered one or more breaches to the Weapons system.

.:RAPID-FIRE TORPEDO LAUNCHER

The vessel's torpedo launchers have been designed to allow the ship to fire multiple torpedoes much more quickly and accurately. When the ship fires a torpedo salvo (page 229), the character at Tactical may re-roll a d20 on the *Attack*. Also, the weapon's Damage rating is increased by 1.

.:REDUCED SENSOR SILHOUETTE

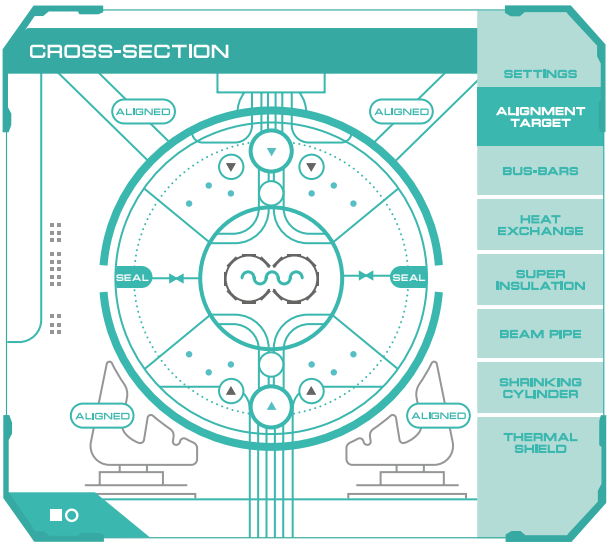
Through a combination of advanced alloys, EM shielding, and electronic countermeasures, the starship is difficult to detect via electromagnetic radiation and subspace sensors. Tasks attempting to scan or detect the vessel increase in Difficulty by 1.

.:REDUNDANT SYSTEMS (X)

Select a single system when this talent is chosen. When that system suffers a breach, the crew may choose to activate this talent in response; doing so immediately patches the breach inflicted. These redundant systems may only be activated once per adventure.

.:RUGGED DESIGN

Whenever a task roll is attempted to patch or repair a breach, a d20 may be re-rolled. Further, if the task is successful, the crew may spend Momentum to patch a second breach; this will cost 2 Momentum, +1 per additional step of Potency on that second breach.



.:SECONDARY REACTORS

The ship has additional impulse and fusion reactors which allow the ship to generate far greater quantities of energy. Once per scene, when you take the *Reroute Power* action, you may spend 2 Momentum (Immediate) to immediately regain the use of Reserve Power.

.:SIPHONING SHIELDS

When the ship is hit by an energy weapon, after the attack is resolved, you may add 2 Threat to restore Shields equal to the ship's Security department.

.:SOPHISTICATED ASTROMETRICS FACILITIES

When a character in the stellar cartography laboratory or at navigation attempts a task to plot a course or map a large region of space, they may re-roll a d20. Further, if such a task creates a trait to represent a planned course or knowledge about the region, this trait automatically increases its Potency by one step.

.:TRANSPORT INHIBITORS

While transporter inhibitors are active on the ship, nobody may transport onto or off the ship: all tasks to transport people or materials to or from the ship immediately fail. This necessarily means that the ship's own transporters are shut down, as they will not function alongside the inhibitors.

.:VARIABLE GEOMETRY WARP FIELD

A ship with a variable geometry warp field can adjust its subspace field in highly turbulent spacetime and can continue to provide propulsive force even then. When you attempt a task to go to warp, you may select one trait in play which negatively affects the task roll, and ignore its effects.

.:WORMHOLE RELAY SYSTEM

REQUIREMENT: 2371 or later

The ship has an additional sensor system outfitted with high-energy transceivers, verteron sensors, and neutrino sensors. These sensors, combined with field-generation devices, allow the ship to send and receive data streams through wormholes. The Difficulty of all Science tasks to send or receive data through a wormhole is reduced by 2, to a minimum of 0.

.:CHAPTER 5.6

STARSHIP WEAPONRY

"THAT'S WHY I ASKED FOR THE DEFIANT. SHE MAY HAVE FLAWS, BUT SHE HAS TEETH, AND I WANT THE DOMINION TO KNOW THAT WE CAN AND WILL DEFEND OURSELVES IF NECESSARY."

- COMMANDER BENJAMIN SISKO

RODRIGO GONZALEZ TOLEDO

LT. COMMANDER BURK VEN JAXA

While Starfleet is an exploratory organization, we learned early on there are a wide variety of beings out there, and some of them would rather fight than talk. Having defensive systems and effective weapons installed on vessels is an unfortunate necessity in our crowded corner of the Galaxy.

STAR TREK ADVENTURES CLASSIFIES ship and station weapons into two basic categories: **energy weapons** and **torpedoes**. Each weapon type has different rules and is useful in different situations. Knowing which weapon to use can make or break a starship conflict, and this is the mark of a great security or weapons officer.

Starship weapons have the following categories:

- **TYPE:** This will list Energy or Torpedo.
- **RANGE:** This will list one of Close, Medium, or Long. Attacks cannot be made at any distance beyond the weapon's listed range category.
- **DAMAGE:** The base amount of damage inflicted when making an attack. A weapon's Damage rating gains a bonus from the ship's Weapons rating, as noted in the **Damage Bonus from Weapon Rating** table.

> ***EXAMPLE:*** *The* U.S.S. Defiant *was designed to be a warship; its Weapons system rating of 13 gives each of its weapon systems a +4 bonus to damage.*

.:DAMAGE BONUS FROM WEAPONS RATING

WEAPONS RATING	DAMAGE
6 or Lower	+0
7–8	+1
9–10	+2
11–12	+3
13+	+4

- **QUALITIES:** Any other special rules or effects that usually apply to the weapon's use. The following are the most common weapon qualities:
  - **AREA:** This weapon impacts a wider area and can affect several targets at once. When you succeed at an attack, additional targets in the same zone may be hit by spending 1 Momentum for each additional target (**Repeatable**). This attack may *Succeed at Cost* (see page 259).
  - **CALIBRATION:** This weapon needs to be calibrated before firing. The weapon cannot be fired unless a *Prepare* minor action is performed before the *Attack* major action in the same turn.

- **CUMBERSOME:** This weapon is difficult to bring to bear against a target, increasing the Difficulty of an attack made using it by 1. If this weapon is a torpedo, it cannot be fired as part of a salvo (see page 229 for more information on salvos).
- **DAMPENING:** This attack drains the target's reserve power, causing widespread disruption. If the target has Reserve Power available, it loses Reserve Power.
- **DEPLETING:** This attack strips away the protective layers of deflector shields. The attack cannot cause the ship to be **shaken**, but the Momentum cost to increase damage is reduced to 1.
- **DEVASTATING:** Tasks to repair breaches caused by this weapon increase in Difficulty by 1.
- **HIDDEN X:** This weapon system is concealed from scans. When the weapon is hidden, it cannot be detected unless a specific scan is attempted; this scan is a task with a Difficulty of X.
- **HIGH YIELD:** This weapon inflicts massive damage to energy vessels. If the attack inflicts one or more breaches to a system, it inflicts one additional breach (or steps up the Potency of a breach inflicted by 1—attacker's choice).
- **INTENSE:** When making an attack with this weapon, you may increase the damage by 1 by spending 1 Momentum, rather than 2. This is Repeatable.
- **JAMMING:** This weapon sends out a scattering field, disrupting the target's sensors or communications systems. Until the end of the current round, the target increases the Difficulty for all tasks assisted by Communications and Sensors by 1.
- **PERSISTENT:** When this weapon hits, you may spend 1–3 Momentum. At the end of each round, the target suffers half the weapon's damage rating (round up) again. This effect lasts for a number of rounds equal to the Momentum spent.
- **PIERCING:** The weapon is effective at cutting through layers of protection. When this weapon makes an attack, any Resistance the target has is ignored.
- **SLOWING:** Until the end of the current round, characters aboard the target vessel cannot use the *Keep the Initiative* Momentum spend.
- **SPREAD:** Attacks with this weapon reduce the cost of the *Devastating Attack* Momentum spend to 1. This is Repeatable.
- **VERSATILE X:** If an attack with this weapon is successful, it gains X points of bonus Momentum. Bonus Momentum cannot be saved.

ENERGY WEAPONS

ENERGY WEAPONS PROJECT BEAMS OR PULSES OF coherent energy, plasma, or energized particles and usually can be fired at impulse speeds only.

Attacks using energy weapons have a base Difficulty of 2. Energy weapon damage is determined by its delivery system plus a bonus from its Weapons system rating (see previous page). Energy weapons may also have **Weapon Qualities**, which modify how the damage affects an impacted target.

.:TYPES OF ENERGY WEAPON

Over the centuries, weapons have been developed and refined which employ different forms of energy with different effects and destructive capabilities. Starfleet vessels are typically equipped with phasers, though earlier vessels used more primitive plasma and phase weapons. Disruptors are common in Klingon and Romulan warship designs, and also used by Cardassians and other civilizations.

The **Types of Energy Weapons** table details different types of energy weapons installed on starships and space stations across the Galaxy, and lists which qualities each weapon possesses.

.:ENERGY WEAPON DELIVERY SYSTEMS

An important part of energy weapon systems is how the energy is focused and delivered to a target. Each type of weapon system modifies the attack in some way and defines the range and damage output of the weapon. All damage ratings are increased by a bonus from the ship's Weapons rating (see previous page).

.:TYPES OF ENERGY WEAPONS

ENERGY WEAPON	DESCRIPTION	QUALITIES
Antiproton Beam	Pulsed beams of antiprotons especially damaging to a ship's hull and physical systems.	High Yield
Disruptor	Disruptors are potent, damaging weapons favored by Klingons, Romulans, and a variety of other civilizations' fleets.	Intense
Electromagnetic or Ionic	Electromagnetic or ionic weapons can disrupt power systems, draining power from the ships they hit.	Dampening, Piercing
Free Electron Laser	Used for both defense and mining during the early years of Human interstellar travel, these are not especially effective as weapons.	—
Graviton Beam	These weapons fire high-energy gravitons intended to inflict intense gravitational stresses on a target's superstructure.	Devastating, Piercing
Phase/Pulse	The predecessor to phasers, phase weapons were used by the United Earth Starfleet, and the Federation Starfleet that succeeded it, in the 22nd century, but had largely been replaced by phasers in the 23rd century.	Versatile 1
Phased Polaron Beam	Favored by the Dominion, phased polaron weapons are highly effective at cutting through deflector shields and other starship defenses.	Intense, Piercing
Phaser	Common to Starfleet and a few civilizations' fleets, phasers are a precise and adaptable weapon.	Versatile 2
Proton Beam	Focused proton beams can leave lingering disruptive energy that wears away at the target's shields and hull over time.	Persistent
Tetryon Beam	Beams of concentrated tetryon radiation have an effect which can disrupt standard starship deflector shields.	Depleting

.:ENERGY WEAPON DELIVERY SYSTEMS

ENERGY WEAPON	DESCRIPTION	RANGE	DAMAGE	QUALITIES
Cannon	Compact weapon systems designed to produce short, powerful pulses or bolts of energy at the target.	Close	Ship's Scale +2	—
Banks	An energy weapon bank consists of multiple emitters packed together, producing a focused beam or several longer pulses, inflicting damage to enemies.	Medium	Ship's Scale +1	—
Arrays	Long linked strips of emitters allow the weapon to discharge at any point along the strip, and often at multiple points along the strip if needed. This versatility allows a vessel to fire at multiple targets, or maintain fire on a moving target, from any direction.	Medium	Ship's Scale	Area or Spread (attacker chooses when attack is made)
Spinal Lance	Some ships integrate large weapon systems into their hulls, often running the length of the ship. These weapons are very powerful, but difficult to bring to bear against a target.	Long	Ship's Scale +3	Cumbersome

TORPEDOES

TORPEDOES ARE HEAVY PROJECTILES THAT CARRY powerful explosives or energetic payloads. Firing torpedoes escalates hostilities, so attacking with torpedoes immediately adds 1 Threat. Attacks using torpedoes have a base Difficulty of 3.

Torpedoes may also be fired in a **salvo** if desired. Firing a salvo of torpedoes adds 3 Threat instead of 1 but also adds 1 to the attack's Damage rating. Firing a salvo also grants either the Area or Spread quality, chosen by the attacker before attempting the attack.

All torpedoes inflict a set amount of damage, plus any bonus derived from the ship's Weapons system rating.

.: TYPES OF TORPEDO

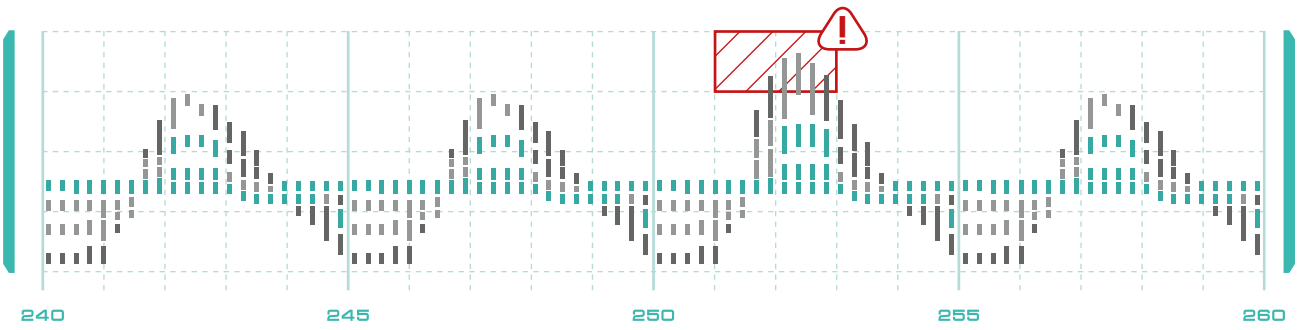
The following table describes different types of torpedo types installed on starships and space stations across the Galaxy, and lists the range, Damage rating, and qualities each type possesses. Guided by internal sensors, torpedoes can be detonated either remotely or upon impact.

.: TORPEDO TYPES

TYPE	DESCRIPTION	RANGE	DAMAGE RATING	QUALITES
Chroniton	These advanced weapons, employed by highly advanced cultures who have developed temporal technology. If they pierce shields, they can induce a temporal displacement effect in a vessel, hindering its ability to respond to attack.	Long	3	Calibration, Slowing
Gravimetric	A technology employed by the Borg—and likely taken from an assimilated culture—gravimetric torpedoes use graviton inversion fields to tear at an enemy's hull.	Long	5	Calibration, Cumbersome, High Yield, Piercing
Neutronic	An evolution of the technology behind quantum torpedoes, neutronic torpedoes douse a target with neutronic radiation, disrupting power systems.	Long	4	Calibration, Dampening
Nuclear	Primitive nuclear fusion or nuclear fission warheads, generating intense heat, radiation, and explosive force, were commonly used during the Earth-Romulan War.	Medium	3	Calibration, Intense
Photon	Commonly used by many civilizations, photon torpedoes use a controlled matter/antimatter reaction to create a devastating blast and burst of energy.	Long	3	High Yield
Photonic	The precursor to photon torpedoes, photonic torpedoes operate by the same method—a matter/antimatter reaction—but are less refined and the reaction less controlled.	Long	2	High Yield
Plasma	A common armament of Romulan warships, plasma torpedoes generate a field of destructive plasma around the target, which continues to damage the target over time.	Long	5	Calibration, Cumbersome, Persistent
Polaron	Installed on several Klingon vessels after the Dominion War, polaron torpedoes are more able to pierce a target's shields and other defenses.	Long	3	Calibration, Piercing

.: TORPEDO TYPES (CONTINUED)

TORPEDO TYPE	DESCRIPTION	RANGE	DAMAGE RATING	QUALITES
Positron	Introduced by the Dominion by the Kessok, positron torpedoes are slow-moving compared to other torpedoes of the time, and easy to avoid or intercept. However, their payload is large and potent.	Long	5	Calibration, Cumbersome, Dampening
Quantum	A more advanced torpedo developed by the Federation in the wake of their clashes with the Borg, these destructive weapons add quantum vacuum energy to the energy released from their matter/antimatter reaction, giving them destructive power greater than the payload alone would normally produce.	Long	4	Calibration, High Yield, Intense
Spatial	Standard chemical explosive warheads fitted to a guided missile. These were used by the United Earth Starfleet during the 22nd century but were eventually replaced by early photonic torpedoes.	Medium	2	–
Tetryonic	Originally of Tzenkethi design, tetryon torpedoes are primarily used against hardened targets—those with heavy defenses, strong shields, and armored hulls. After depleting shields, they are liable to cause major damage.	Long	2	Depleting, High Yield
Transphasic	Originally developed as an anti-Borg countermeasure in an alternate future, these torpedoes exist in multiple, dimensional phases at once, bypassing defenses that do not exist in every such phase.	Long	4	Calibration, Devastating, Piercing
Tricobalt	Borderline illegal due to potential subspace interactions, tricobalt explosives can be delivered as a torpedo payload. The resultant device is potent for demolitions—destroying stationary facilities, asteroids, comets, and other targets far larger than starships—but tend to be unwieldy for use in combat.	Long	6	Area, Calibration, Cumbersome



▷ IMPROVISED ARMAMENTS

Most vessels described in this book employ only a small number of reliable forms of weaponry—phasers, disruptors, photon torpedoes—and not the wider range of esoteric armaments found in this subchapter.

These additional armaments are available for use by unusual alien species, such as the Dominion and the civilizations encountered by the *U.S.S. Voyager* during its time in the Delta Quadrant. However, they are also available as tools for the gamemaster and players.

While a Starfleet vessel may appear only to have its phasers and torpedoes to rely on in a crisis, there have been countless occasions where engineers and tactical officers have worked to generate other methods to overcome threats.

Any of the weapon types presented could be used as the basis for a form of "improvised" weapon developed by a starship's crew, perhaps as a modification of phaser emitters, careful customization of a torpedo warhead, or as an energy or particle stream emitted from the ship's main deflector. Creating any of these options could be handled as simply as creating a trait during a scene.

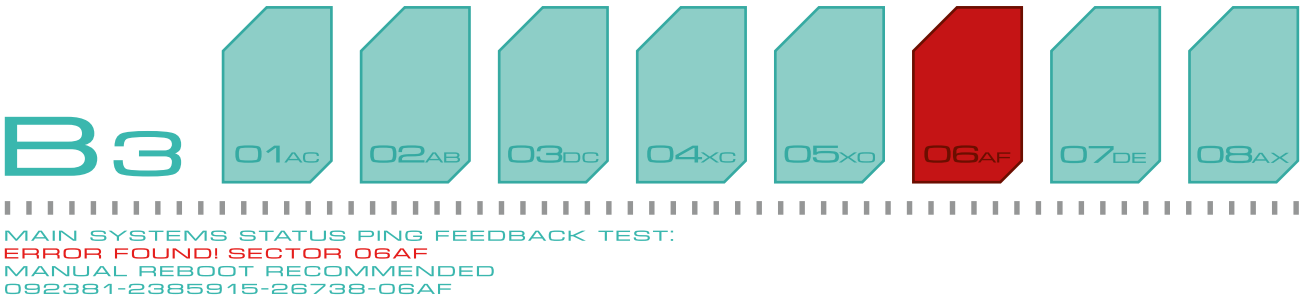
TRACTOR BEAMS

THOUGH USUALLY USED FOR SUBLIGHT TOWING OF disabled vessels or asteroids, tractor beams are often as useful as destructive weapons when in ship combat, especially in the hands of an experienced officer. Throughout history, the ability to keep an enemy ship from moving away with low energy graviton beams has prevented entire battles. The utility of being able to pull objects closer or push them out of the way has been so beneficial that almost every Starfleet vessel has an emitter installed.

The Strength of the tractor beam is equal to the ship's Scale minus 1. Trapping a target within the beam is a Difficulty 2 **Control + Security** task assisted by the ship's **Structure + Security**. If successful, the target is immobilized and cannot move until it can break free.

The Difficulty of any task to try to escape the tractor beam is equal to the tractor beam's Strength. The task a ship must attempt to break free of a tractor beam is related to how the crew narratively wishes to escape. Some examples include:

- **DISABLING THE EMITTER: Control + Security** assisted by the ship's **Weapons + Security**.
- **DISRUPTING THE EMITTER: Reason + Science** assisted by the ship's **Sensors + Science**.
- **MODULATING SHIELDS: Insight + Engineering** assisted by the ship's **Structure + Security**.
- **RAW POWER: Daring + Conn** assisted by the ship's **Engines + Conn**.



.:CHAPTER 5.7

SMALL CRAFT

"I'D BE A LITTLE LESS CONCERNED WITH WINNING THE NOBEL PRIZE RIGHT NOW AND A LITTLE MORE CONCERNED WITH TRIP AND MALCOLM. THEIR SHUTTLEPOD DOESN'T HAVE THE HULL PLATING WE DO."

- CAPTAIN JONATHAN ARCHER

RODRIGO GONZALEZ TOLEDO

LT. COMMANDER BURK VEN JAXA

Shuttles, runabouts, workbees, and other support craft are just as important to the success of our missions as our ship or station. Let's talk briefly about small craft operations.

SHUTTLES AND OTHER SMALL craft—also known as auxiliary craft—are commonly found aboard starships and starbases, as well as on a range of other facilities. The terms apply to any small vessel which can function independently of a starship for a short time, and which are employed in circumstances which would be unsuitable for a full-size starship.

Use of shuttles to move personnel and cargo short distances (between ships) is less common with the use of transporters, but it's always valuable to have a few auxiliary craft on board in case of emergencies or unusual situations.

Small Craft consist of the following elements:

- **TRAITS:** All Small Craft have the trait **Small Craft** in addition to any others.
- **SYSTEMS:** Small Craft have the same set of systems as a starship, though their scores tend to be somewhat lower as befits their smaller size and more limited capabilities. Unarmed Small Craft have a Weapons system of 0.
- **DEPARTMENTS:** Small Craft have the same set of departments as a starship, but their scores are never higher than 2, and are often 0, due to limited facilities and a complete lack of support personnel. The only department a Small Craft will always have will be Conn, which will always be at least 1.
- **TALENTS:** Small Craft do not normally have talents. Some advanced, unique, or customizable Small Craft, such as a Runabout, or the *U.S.S Voyager*'s *Delta Flyer*, may have one or two talents as befits their more advanced capabilities.
- **SCALE:** Small Craft are normally Scale 1 or Scale 2.
- **RESISTANCE:** Small Craft have 0 Resistance, unless granted any bonuses from talents.
- **SHIELDS:** Small Craft have shields calculated as normal; add together **Scale**, **Structure**, and **Security**.
- **POWER:** Small Craft have much smaller power plants than full-size starships and can only use the *Reroute Power* action to enable actions which require power.
- **CREW SUPPORT:** Small Craft do not have Crew Support.
- **MAXIMUM CAPACITY:** Small Craft can only carry a finite number of characters, as noted in each entry.
- **POSITIONS:** Small Craft have two positions: Pilot (covering Helm and Navigation), and Operations (Operations and Sensors, plus Tactical if the craft has weapons). Small Craft operated by a single operator combine these into a single position.

▷ SHUTTLE VARIANTS

Most polities produce dozens of types of shuttles—materials fabricators and tool replicators make customization easy, and even in heavily regimented and controlled organizations such as militaries, there's value in a ship carrying different varieties of shuttle to serve different jobs.

As a result, the small craft described here are baselines, representing a common standard of each type of vessel. Specific details can be adjusted to fit specific needs by discussing them with your gamemaster. Most differences can be accounted for by adding or removing a trait, such as adding a **No Passenger Space** trait to a shuttle fitted for hauling cargo only.

In addition to the above, when small craft are attacked by any full-size starship (any vessel which lacks the Small Craft trait), the Difficulty of the *Attack* increases by 1.

A vessel with the **Small Craft** trait may always land on a planetary surface, the deck of a ship, or any other solid surface, without needing the **Landing Gear** special rule. They are small and lightweight enough for routine take-off and landing, unlike full-size starships.

SHUTTLEPOD

SMALL CRAFT

A tiny craft, designed to move small numbers of personnel or small quantities of cargo over short distances. They are unarmed, not fitted with a transporter, and not capable of travelling at warp.

TRAITS: Shuttlepod, Sublight, Small Craft, Unarmed

CREW COMPLEMENT: 1 or 2, plus 2 passengers

SCALE: 1

SHIELDS (4): ☐☐☐☐

SYSTEMS

COMMS 03	ENGINES 03	STRUCTURE 03
COMPUTERS 02	SENSORS 03	WEAPONS –

DEPARTMENTS

COMMAND –	ENGINEERING 01	MEDICINE –
CONN 01	SECURITY –	SCIENCE 01

WEAPONS

- None

TALENT

- **RUGGED DESIGN:** See page 225

SHUTTLECRAFT

SMALL CRAFT

A small vessel, designed to move groups of personnel or modest quantities of cargo over intrasystem and short interstellar distances. They are often fitted with a small phaser bank, and they can travel at low warp, or match the cruising speed of starships only for short periods.

TRAITS: Shuttlecraft, Short-Range, Small Craft, Unarmed

CREW COMPLEMENT: 1 or 2, plus up to 6 passengers depending on shuttle type

SCALE: 1

SHIELDS (6): ☐☐☐☐☐☐

SYSTEMS

COMMS 05	ENGINES 05	STRUCTURE 05
COMPUTERS 05	SENSORS 04	WEAPONS –

DEPARTMENTS

COMMAND –	ENGINEERING 01	MEDICINE –
CONN 01	SECURITY –	SCIENCE 01

WEAPONS

- None. Shuttlecraft may be armed with a Phaser Bank (Energy, Medium, Damage 2, Versatile 2), which removes the **Unarmed** trait. Arming a shuttlecraft has an **escalation cost 1**.

TALENT

- **RUGGED DESIGN:** See page 225.

SPECIAL RULE

- **TRANSPORTER:** Some shuttlecraft are fitted with a escape transporter. Taking this option has **opportunity cost 1**.

RUNABOUT

SMALL CRAFT

These larger auxiliary craft—such as the *Danube*-class runabouts used by Starfleet—are technically small starships, and are used for independent operations from larger starships and starbases. Runabouts are capable of a sustained warp speed (usually around warp 5), contain a small transporter pad and replicator.

TRAITS: Light Starship, Small Craft

CREW COMPLEMENT: 1 to 4

SCALE: 2

SHIELDS (10): ☐☐☐☐☐☐☐☐☐☐

SYSTEMS

COMMS 09	ENGINES 07	STRUCTURE 07
COMPUTERS 08	SENSORS 07	WEAPONS 07

DEPARTMENTS

COMMAND –	ENGINEERING 01	MEDICINE –
CONN 02	SECURITY 01	SCIENCE –

WEAPONS

- **PHASER BANKS:** Energy, Medium, Damage 4, Versatile 2
- **MICRO-TORPEDOES:** Torpedo, Long, Damage 3, High Yield

TALENT

- **RUGGED DESIGN:** See page 225.

SPECIAL RULES

- **CUSTOMIZABLE MODULES:** The runabout may be fitted with one of the following modules for additional functionality. Taking any of these options has an **opportunity cost 1**, but these options can only be taken when preparing the runabout from a starbase, surface facility, or a starship with **Extensive Shuttlebays.**
  - **CARGO TRANSPORT:** The runabout's aft module has been configured to carry bulk cargo.
  - **COMBAT MISSION:** Add 1 to damage of the runabout's weapons, and add 2 to the ship's maximum Shields. This has an **escalation cost 1**.
  - **LONG DURATION MISSION:** The runabout's aft module has been configured to serve as a rest area and sleeping quarters for up to four personnel.
  - **PASSENGER TRANSPORT:** The runabout may carry up to 10 passengers, or up to 40 in an emergency, for a maximum of 2 hours.
  - **SENSOR MODULE:** Add 1 to the runabout's Computers and Sensors, and add the **High-Resolution Sensors** talent.

CAPTAIN'S YACHT

SMALL CRAFT

A specialty small craft often attached to diplomatic vessels, the captain's yacht was a large shuttlecraft designed to aid commanding officers during diplomatic missions.

TRAITS: Specialized Shuttle, Small Craft, Luxurious

CREW COMPLEMENT: 1 to 2, plus up to 10 passengers

SCALE: 2

SHIELDS (9): ☐☐☐☐☐☐☐☐☐

SYSTEMS

COMMS 09	ENGINES 08	STRUCTURE 07
COMPUTERS 08	SENSORS 07	WEAPONS 07

DEPARTMENTS

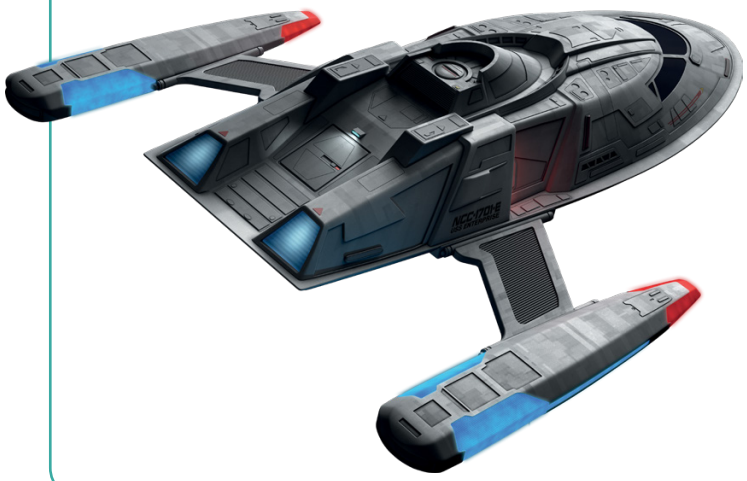
COMMAND 02	ENGINEERING 01	MEDICINE –
CONN 01	SECURITY –	SCIENCE –

WEAPONS

- **Phaser Banks:** Energy, Medium, Damage 4, Versatile 2
- **Micro-torpedoes:** Torpedo, Long, Damage 3, High Yield

TALENT

- **DIPLOMATIC SUITES:** See page 221.



ATTACK FIGHTER

SMALL CRAFT

At various times, different civilizations have attempted to make widespread use of small craft in combat, with armed shuttles and high-agility attack fighters developed for this purpose. The Federation has, on several occasions, developed attack fighters to supplement a fleet stretched thin during wartime, with varying degrees of success. Their small size means that their armaments draw most of the available power, and they are very rarely capable of traveling at warp. Even 24th century versions can only sustain low warp speeds for under an hour.

TRAITS: Attack Fighter, Small Craft, Agile

CREW COMPLEMENT: 1 or 2

SCALE: 1

SHIELDS (8): ☐☐☐☐☐☐☐☐

SYSTEMS

COMMS 05	ENGINES 07	STRUCTURE 05
COMPUTERS 05	SENSORS 06	WEAPONS 07

DEPARTMENTS

COMMAND –	ENGINEERING –	MEDICINE –
CONN 01	SECURITY 02	SCIENCE –

WEAPONS

- **Phaser Cannons:** Energy, Close, Damage 4, Versatile 2
- **Micro-torpedoes:** Torpedo, Long, Damage 3, High Yield

TALENT

- **IMPROVED IMPULSE DRIVE:** See page 223.

CHAPTER 6

TECHNOLOGY AND WEAPONS

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MATHEUS GRAEF

.:CHAPTER 6.1

A GALACTIC TOOLKIT

"YOU STARFLEET TYPES ARE TOO DEPENDENT ON GADGETS AND GIZMOS. YOU LOSE YOUR NATURAL INSTINCTS FOR SURVIVAL."

- MAJOR KIRA NERYS

RODRIGO GONZALEZ TOLEDO

LT. COMMANDER BURK VEN JAXA

One thing you should understand about our technology is it's really amazing, allowing us to test the limits of our individual potential while exploring the unknown frontiers of understanding. Like I remind my team, though, technology itself is a tool, built with purpose and best used with proficiency. This chapter details some of the most important tools you'll likely use in your adventures.

TECHNOLOGY IN ***STAR TREK Adventures*** is handled with a simple philosophy in mind: a device is only useful if it enables a person to achieve something useful. *Star Trek* is brimming with a dizzying array of sophisticated technologies, but these technologies exist only to serve the needs of the users.

COMMON EQUIPMENT

THE FEDERATION, AND MOST OTHER spacefaring civilizations, are societies where few things are scarce. Many common items can be replicated or assembled from replicated components, meaning that few people experience situations where the right tools for a specific task are unavailable.

In game terms, most ordinary items take the form of an **equipment trait**, where the item's name is the name of the trait (see page 251 for more details on traits). An equipment trait allows the owner to attempt tasks and activities they would not usually be able to attempt, or reduces the Difficulty of a task by 1. A tricorder, for example, enables the character to attempt tasks a tricorder would logically let them do, such as scanning for items that cannot be perceived by the naked eye, and makes tasks a tricorder would assist them with easier, such as analyzing the details of an environment.

Most items do not have individual or specific rules. Descriptions of a wide range of common items can be found later in this chapter, to provide guidance on how they work.

.:OBTAINING ITEMS

Acquiring most items is not particularly difficult. Even a small starship has many convenient storage compartments containing a wide variety of commonly-used tools. Shipboard replicators can produce other items, or parts for those items, in a matter of moments.

A character always has access to their standard issue equipment. The presence of those items is assumed, and characters don't need to take any additional action to be carrying those items. In addition, some items will be necessary for the task ahead; the gamemaster should grant these items for free. A common example of necessary items includes environment or EVA suits, without which a character cannot survive in certain environments.

Characters wishing to take items beyond standard issue must retrieve them from storage, replicate them, or otherwise spend time to collect them.

- If the situation is not time-sensitive, or cannot get worse by spending time preparing, retrieving gear can be done for free: the character states which equipment they wish to obtain, and obtain it.

- If the situation is time-sensitive, or could deteriorate by spending additional time preparing, obtaining equipment has a cost: the character states which items they wish to obtain, and then must spend Momentum to retrieve them.

OPPORTUNITY COSTS

Spending Momentum to obtain an item is an **opportunity cost**: time spent gathering extra items steals away potential opportunities the crew may have, or even creates opportunities for the situation to get worse. Whenever an item has an opportunity cost, it is listed as **Opportunity X**, where X is the amount of Momentum spent to obtain the item. Opportunity costs are an **Immediate Momentum spend** (see page 260)—meaning the Momentum spent does not have to come from a successful task, and can be paid for from the group's Momentum pool or by adding Threat.

- If the item is standard issue, or otherwise easily obtainable, the **opportunity cost is 0**.
- If the item can be easily replicated, or is found in specific storage lockers, it has an **opportunity cost 1**. This is common for most engineering tools and medical equipment.
- If the item is particularly bulky or cumbersome, highly specialized, or requires significant effort to set up, it has an **opportunity cost 2**. This covers items like bulky environmental gear, tools used to move heavy or volatile cargo, and items found in a specific lab or storage unit, or which must be replicated and assembled.

Any item which would be rarer or more inconvenient to obtain can only be obtained at the gamemaster's discretion, usually through use of a task: perhaps to create or assemble a highly specialized device, or to negotiate to use a one-of-a-kind item that someone else needs for their own work. It may even require inventing a new device, potentially requiring several tasks or a challenge to create.

Tools which are more specialized or more difficult to obtain may provide more valuable benefits in the right circumstances: a medical tricorder provides a trained user with useful information about a patient's health, but a detronal scanner can provide detailed genetic analysis that a medical tricorder cannot. There aren't as many detronal ship as there are medical tricorders, so the more specialized tool has an extra cost to obtain.

▷ STANDARD ISSUE GEAR

A few items are so ubiquitous among Starfleet personnel that the rules assume their presence as a matter of course. The items a character gains as standard equipment during character creation are regarded this way. For non-Starfleet characters, this list of standard gear may differ—Klingon warriors customarily wear armor, for example, and several cultures use disruptors rather than phasers—but most of these differences are minor. The gamemaster determines these variations in unusual cases.

It also falls to the gamemaster to determine whether a given item's effects are assumed (and thus already included in the Difficulty of a task, or the ability to attempt the task in the first place), or if using the item affects the task further. If an item's effects are assumed, the absence of that item usually makes tasks more difficult or even impossible.

ESCALATION COSTS

Some items—most commonly weapons, destructive equipment, or anything that signifies aggression—may have an additional cost, called an **escalation cost**. Escalation costs are paid by **adding Threat**, to reflect potentially escalating an uncertain or dangerous situation. Items with an escalation cost are listed with **Escalation X**, where X is the amount of Threat added when the item is obtained.

- If the item is a small sidearm, such as a hand phaser (type 1 or type 2), knife, or other single-handed blade which can be holstered or sheathed, or if armored pieces are part of your standard uniform (such as with Klingons and Cardassians), the **escalation cost is 0**.
- If the item is large and imposing (such as a large melee weapon like a *bat'leth*) or demonstrates an expectation of greater-than-normal danger (such as heavier body armor), the **escalation cost is 1**.
- If the item significantly increases the combat effectiveness of the character—such as a rifle, heavy weaponry, explosives, or personal forcefield projectors—the **escalation cost is 2**.

Items may have both **opportunity costs** and **escalation costs**.

DAT PHAN

▷ CARRYING CAPACITY

Characters can only carry so much at any one time. In addition to their standard equipment and any equipment the character is wearing, a character may carry up to two items at once, or a single large item (or two-handed weapon). A character may also wear a single suit (armor or an EVA suit). A character may try to carry more than this, but each additional item imposes a negative trait (**Overburdened**) on the character, which hinders the character's physical activities and may prevent them from taking certain actions (you can't wield a weapon if your hands are full, for example).

.: MULTIPLE ITEMS

When a character obtains an item, they obtain one of that item. If they wish to obtain additional identical items, they must pay the opportunity cost for each one.

Escalation costs are not increased in this manner. A single escalation cost is paid regardless of how many of a specific item is obtained, but if a character wishes to obtain multiple different items, they must pay the escalation cost for each of those different items, where applicable.

▷ PERSONNEL SUPPORT

While not technically equipment, personnel can be used in a comparable manner—a team of engineers or scientists can help a character, making tasks easier or allowing them to attempt activities they could not perform alone. And, just like equipment, characters can obtain assistants with relative ease, so long as they're willing to take the time to gather those personnel.

A team of personnel—a half-dozen or so personnel from a single department—can be obtained in the same way as a piece of equipment. It serves as a **trait** in the same way as an item of equipment, with the name of the trait noting the specialty of the team (such as **Science Team** or **Medical Team**), and has **opportunity cost 1**.

Security teams, which are more likely to be useful in combat as they are armed, also have **escalation cost 1**.

Personnel used in this way are distinct from **supporting characters**—a team advantage represents a group of assistants, while a supporting character is an individual with more involved rules (see page 146).

.:CHAPTER 6.2

WEAPONS AND GEAR

"CALM DOWN. IT'S SET TO... UH, IT WAS... IT WAS SET TO STUN."

- ENSIGN BECKETT MARINER

THIS SECTION DETAILS WEAPONS, protective gear, and other items used in combat. These have additional rules beyond being treated as **equipment traits**.

LT. COMMANDER BURK VEN JAXA

We've talked about common equipment and how to obtain it. Let's get practical now, and discuss the wide variety of tools and weapons you're likely to use during your missions.

RODRIGO GONZALEZ TOLEDO

WEAPONS

WHILE PEACE IS STARFLEET'S GOAL, means of self-defense are often necessary. Starfleet thus makes use of several types of weapons.

Weapons and other forms of attack, as well as the damage caused by hazards, have a few common elements determining the specifics of how they function. The key elements of a weapon of a weapon include:

- **WEAPON TYPE:** Either **melee** or **ranged**, determining what kind of attack it allows you to make.
- **INJURIES:** The type of **injury** the weapon inflicts. If the weapon has multiple options, all of them will be listed.
- **SEVERITY:** The **severity** of the injuries the weapon inflicts. This is used to determine the cost of avoiding the injury, and the Difficulty of tasks to treat or heal the injury.
- **SIZE:** Weapons will either be **one-handed** (1H) or **two-handed** (2H). A two-handed weapon can be used in one hand to make an attack, but the Difficulty increases by 1.
- **QUALITIES:** Additional rules, providing additional restrictions or benefits to the weapon's use.

.:QUALITIES

The following qualities alter the way the weapon functions: some in positive ways, others by applying restrictions:

- **ACCURATE:** If you perform the *Aim* minor action before making an attack with this weapon, you may re-roll up to two d20s in your dice pool, rather than only one.
- **AREA:** When you succeed at an attack, additional targets in the same zone may be hit by spending 1 Momentum for each additional target (Repeatable). This attack may *Succeed at Cost*.
- **CHARGE:** If you perform the *Prepare* minor action before attacking with this weapon, you may add one of the following qualities to the attack: Area, Intense, or Piercing. If you choose Area, the attack's severity is reduced by 1.
- **CUMBERSOME:** You cannot attack with a cumbersome weapon unless you take the *Prepare* minor action on the same turn.
- **DEBILITATING:** The Difficulty to treat or to heal injuries caused by this weapon is increased by 1.
- **GRENADE:** You can attack a target at up to Medium range and have enough grenades for three separate attacks.

- **HIDDEN X:** You can use a minor action to conceal this weapon. Any search for the weapon requires an **Insight** or **Reason + Security task** with a Difficulty of X.
- **INACCURATE:** The weapon is imprecise and clumsy. You do not benefit from the *Aim* minor action when making an attack with this weapon.
- **INTENSE:** When making an attack with this weapon, you may increase the severity by spending 1 Momentum, rather than 2 (Repeatable).
- **PIERCING:** A successful attack with this weapon ignores the target's Protection rating.

MELEE WEAPONS

NEARLY EVERY SENTIENT SPECIES HAS DEVELOPED weapons capable of breaking limbs or cutting flesh. Some of these weapons were culturally important and have remained in use even after that culture entered the wider interstellar community.

▷ IMPROVISED ATTACKS

Improvised attacks take the form of more mundane objects being used as weapons. You may need to create a trait to assemble an improvised weapon or set up a trap.

Once you have created the trait, the gamemaster should determine the type, injury, severity, size, and qualities of the attack, as well as any other limitations. The gamemaster should also determine what combination of **attribute + department** is used to make the attack.

- **TYPE:** Melee or ranged, based on your intent. A poisoned hypospray is used at Reach, so it's a melee attack, while a rockslide is ranged because it affects enemies at a distance.
- **INJURY:** The gamemaster determines an appropriate Injury (and type of Injury) for the attack.
- **SEVERITY:** The typical severity for unarmed attacks is 2. This may be increased if the attack has a Size of 2H, or if it is otherwise especially destructive or powerful.
- **SIZE:** If the item used to make the attack is carried in one hand, the attack's size is 1H. If it takes two hands to make the attack, then its size is 2H.
- **QUALITIES:** All improvised attacks have the Cumbersome quality—they're not as easy to use as a proper weapon. The gamemaster may determine the attack has other qualities, based on how it is used.
- **OTHER LIMITATIONS:** The gamemaster may introduce other narrative limitations, particularly if the attack is potent. This may limit how often the attack can be used, or lingering consequences from the attack.

- While not really equipment, every character has the means to make an **unarmed attack**, striking with fists, feet, knees, elbows, head, or otherwise using brute force without a weapon. Countless martial arts, such as Klingon *mok'bara*, Vulcan *suus mahna*, and Human styles like boxing or aikido, exist to allow individuals to hone their ability to disable foes without weapons.
- Not a conventional weapon, but it's not unknown for medics and doctors to try to defuse situations by sedating someone dangerous, using an **anesthetic hypospray**. Any character carrying a medkit is assumed to carry a hypospray that can be used in this way.
- Bladed weapons such as a **knife** or **dagger** are useful as tools or for close combat situations. While projectile weapons and later energy weapons have surpassed the destructive power of hand weapons, developments over the centuries in materials science have given these weapons continued use in nearly every service as backup weapons or as tools.
- Larger **blades** such as the Klingon *mek'leth*, the Andorian *ushaan-tor*, or various forms of sword, provide more of a symbolic use, but still are used ritually, in sports, or even in real combat, depending on the skill and inclination of the individual.
- **Heavy blades** like the Klingon *bat'leth*, Jem'Hadar *kar'takin*, and the Vulcan *lirpa* see use in ritualized combat or in situations where hand-to-hand combat is almost assured.
- **Bludgeons**, ranging from improvised blunt objects, to batons, cudgels, and maces—are a useful way of fending off aggressors or disabling enemies. This can also be used for any two-handed ranged weapon wielded as an impromptu club.

.: WEAPONS

NAME	TYPE	INJURY	SEVERITY	SIZE	QUALITIES	COST
Unarmed Strike	Melee	Stun	2	1H	–	–
Anesthetic Hypospray	Melee	Stun	3	1H	Cumbersome, Intense	Opportunity 1
Knife/Dagger	Melee	Deadly	2	1H	Hidden 1	Opportunity 1
Blade	Melee	Deadly	3	1H	–	Opportunity 1
Heavy Blade	Melee	Deadly	3	2H	Intense	Opportunity 1, Escalation 1
Bludgeon	Melee	Stun, Deadly	3	1H	–	Opportunity 1
Phaser Type-1	Ranged	Stun, Deadly	3	1H	Charge, Hidden 1	Standard Issue
Phaser Type-2	Ranged	Stun, Deadly	4	1H	Charge	Standard Issue
Phaser Type-3 (phaser rifle)	Ranged	Stun, Deadly	5	2H	Accurate, Charge	Opportunity 1, Escalation 2
Pulse Grenade	Ranged	Stun, Deadly	4	1H	Area, Grenade	Opportunity 1, Escalation 2
Andorian Plasma Rifle	Ranged	Deadly	4	2H	Accurate, Intense	Not Available
Phase Pistol	Ranged	Stun, Deadly	3	1H	–	Standard Issue
Particle Rifle	Ranged	Stun, Deadly	4	2H	Accurate	Standard Issue
Disruptor Pistol	Ranged	Deadly	4	1H	Intense	Not Available
Disruptor Rifle	Ranged	Deadly	5	2H	Accurate, Intense	Not Available
Jem'Hadar Plasma Pistol	Ranged	Deadly	4	1H	Debilitating	Not Available
Jem'Hadar Plasma Rifle	Ranged	Deadly	5	2H	Accurate, Debilitating	Not Available

PHASERS

DEVELOPED IN THE MID-22ND CENTURY, THE HAND phaser was an outgrowth from research into focused particle streams for higher efficiency warp cores. Primitive phaser systems, such as the phase pistol, were refined into true phaser systems by the 23rd century. Hand phasers use a phased and modulated particle beam that can transmit incredible amounts of energy onto a target depending on the setting of the device and the frequency of the power modulation.

Starfleet hand phasers have multiple distinct settings ranging from heating an object or causing light burns, stunning a life-form through 'shorting out' its central nervous system, up to cutting through a target or entirely disintegrating it. All hand phasers use a high-energy density power cell as their power source, and are split into three categories that are dependent on their power storage capabilities.

At their lowest settings, all phasers are capable of long-term use, but at their highest settings a type-1 hand phaser may only have enough energy stored for a few seconds of use compared to the type-3 phaser rifle that may allow for a full minute or more of discharge at the highest settings. Hand phasers of the 23rd century typically only used a single particle emitter. By the 24th century, multiple emitters were in widespread use, allowing for redundancy and higher destructive potential at lower power emission settings.

- The **phaser type-1** is the smallest design, which is the most widely-used form of phaser distributed to personnel for self-defense.
- **Phaser type-2** refers to the larger form of hand phaser, carried by security personnel and Starfleet officers going into dangerous environments. Some versions used

in the 23rd century are pistol grip attachments fitted to a phaser type-1. Type-2 phasers of the 24th century carry a design with a curved ergonomic grip.

- **Phaser type-3**, or phaser rifles, are higher-powered weapons designed for hazardous situations and combat. In addition to a larger power supply, they have numerous targeting and beam-focusing systems that make them more accurate. They are issued to properly-trained personnel, and only when necessary.
- **Pulse Grenades** work when a user selects a setting and a countdown timer. When the timer reaches zero, the grenade discharges its power cell at once in all directions. After discharge, the grenade's components burn out, rendering them inert to prevent them being reused. Pulse grenades cover a number of similar technologies used throughout history—from the stun grenades used by United Earth MACO forces to photon grenades employed in the 24th century.

EARLY ENERGY WEAPONS

THERE ARE MANY TYPES OF HAND WEAPONS Starfleet crews can encounter traveling across the Federation, but the two most typically seen civilian weapons are derived from the **Andorian plasma rifle** and the 21st and early 22nd century **Earth particle rifle**. Andorian plasma rifles use similar principles to phasers used by Starfleet, with a particle beam as the primary effect. The particle beam is augmented by an encapsulated plasma discharge that causes thermal damage to a target. This means Andorian style plasma rifles are unable to cause a stun effect, and at best can knock a humanoid unconscious through pain.

Particle rifles and **phase pistols** were early forms of directed energy weapons used before the development of phasers. The most advanced designs of particle rifle were those produced for United Earth MACO forces in the 22nd century, while phase pistols were introduced in 2151 to replace the EM-33 plasma pistol.

ALIEN ENERGY WEAPONS

LIKE HAND PHASERS, DISRUPTOR AND PLASMA weapons typically use a high-density power cell to provide power, or an energy source of similar capacity. Pistols can be held in a single hand, while rifles tend to need the use of two hands to balance and aim. These weapons are typically less versatile than phasers, inflict significantly more damage.

- **Disruptor** weapons rely on high energy particle discharges that burn or boil targets, and can disintegrate a target if enough energy is applied.
- The **plasma** weapons used by the Dominion's Jem'Hadar soldiers cause severe burns and death through thermal shock, and incorporate an anticoagulant that makes injuries harder to treat.

ARMOR AND PROTECTIVE GEAR

MANY CULTURES MAKE USE OF METAL, CERAMIC, OR other dense materials to provide additional protection from attacks and hazards. In some extreme cases, personal forcefield projectors are used to protect against severe danger, though these are not particularly efficient.

Armor provides a character with **Protection**, which reduces the cost of avoiding injuries inflicted against that character. A character may only wear a single form of protective gear at a time. Many NPCs wear armored uniforms, particularly those from militaristic cultures such as the Klingons and Cardassians.

.: ARMOR AND PROTECTIVE GEAR

NAME	PROTECTION	COST
Armored Vest	1	Standard Issue
Body Armor	2	Opportunity 1, Escalation 1
Environment Suit	1	Opportunity 2
Personal Forcefield	3, and see description	Opportunity 1, Escalation 2

.: ARMORED VEST AND BODY ARMOR

Body armor was issued to Starfleet security in earlier eras. In the mid-23rd century, it took the form of an armored vest usually worn by landing parties expecting violence. In the late 23rd century, it took the form of a bulky vest and helmet.

.: ENVIRONMENT SUIT

Environment suits or EV suits are normally used for extravehicular activities—such as moving in hard vacuum. These suits are issued as required—the opportunity cost may be ignored if the mission takes place in a deadly environment.

.: PERSONAL FORCEFIELD

These personal shields were sometimes issued to security and combat personnel, though the power requirements of such devices mean they have limited use in protracted fighting. A character with a personal forcefield gains the listed Protection, but it may also be sacrificed when you avoid an injury. When sacrificed, the type of injury is changed to a stun injury, and then the forcefield burns out and provides no further protection.

TOOLS AND PORTABLE ITEMS

THIS SECTION DETAILS A VARIETY OF TOOLS AND devices characters may use during the course of their career. Like weapons, some of these items have additional rules beyond being treated as an **equipment trait**.

.: TRICORDERS

"Tricorder" is a catch-all label given to devices that sense, record, and analyze data.

During the 23rd century, there were two versions of the Starfleet tricorder (science and medical), and a single highly-specialized version (the psychotricorder). The psychotricorder was primarily used by psychologists and law enforcement agencies to determine a humanoid's behavioral and emotional state more accurately.

The more common medical and science tricorders differed in the range and scope of their sensors and ability to use attachments. The medical tricorder had fewer sensors and a shorter range as a tradeoff for higher-resolution scans oriented toward biological functions. The science tricorder had a large multi-discipline database and a built-in subspace uplink that could connect to nearby Starfleet vessels for main computer access when needed.

By the 24th century, tricorders were unified into a single design as data storage and sensor design was further miniaturized, including more specialist analysis capabilities for engineering teams.

Tricorders are standard issue, and do not have a cost.

.: CYBERNETICS

These items have no cost; they are permanent additions to the character, normally connected to a trait that reflects a character's specific disability.

ARTIFICIAL ORGANS

Artificial organs have been in use since the mid-20th century. Advances in neuron meshing and cybernetics have improved these devices and made them virtually identical in capability to biological ones. Characters who need an artificial organ and do not possess them will die within minutes to days depending on the organ and are typically kept on life support while one is fabricated.

PROSTHESIS

Prosthetic limbs have been in use for centuries, and advances in technology mean they function identically to the limbs they replace. Arms, legs, and phalanges lost due to trauma can be replaced with little difficulty. Characters lacking their prosthetic may find their physical activities impaired, making some tasks more difficult and others impossible.

ARTIFICIAL SENSORY ORGANS

Using neurological reconditioning and isolinear networks overlaid into a patient's sensory cortex, artificial sensory organs can replace damaged or destroyed senses. This can mean the blind can see, the deaf can hear, and even fingers can once again feel. Depending on what era the item was made, the technology can look highly artificial or barely noticeable.

This technology includes sensors and other devices a person may find useful in their life. Work with the gamemaster to determine the device's functionality, look, and usefulness. While these devices can be advantageous, there are potential disadvantages too, such as charging the device periodically, headaches due to data transfer, or the risk of the device being lost or damaged.

.: ENGINEERING DEVICES

ENGINEERING MULTI-TOOL/ENGINEERING TOOLKIT (STANDARD ISSUE FOR ENGINEERS, OPPORTUNITY 1 OTHERWISE)

The **engineering multi-tool** acted as a tricorder-like device to detect and diagnose system faults and could be used as a multi-purpose tool. With the advent of isolinear systems, the multi-tool was rendered obsolete and many of the device's uses were supplanted by the tricorder. Tools were still needed to maintain and repair damaged equipment, so the **engineering toolkit** was introduced to provide nearly every tool a damage control or engineering team may usually need.

MASS SPECTROMETER (OPPORTUNITY 1)

A mass spectrometer can take a sample of material, break it down, and provide an incredible amount of detail about the matter making it up. While tricorders can provide similar data, mass spectrometers can provide even more specific detail.

PLASMA TORCH (OPPORTUNITY 1)

Plasma torches are high-energy cutting tools. Helium is superheated and ionized before being focused by a magnetic field into a microscopic beam, allowing the beam to cut through all but the strongest of materials.

.: MEDICAL DEVICES

If a character is in sickbay when a specific medical device is required, reduce the opportunity cost by 1, to a minimum of 0. A few of the items listed below are considered part of a **medkit**, which is standard issue for all Starfleet medical personnel. A medkit has a opportunity cost 1 for non-medical personnel.

MONITORING DEVICE (OPPORTUNITY 1)

This device, placed on the patient, is able to scan a lifeform, determine the function of a single vital organ or biological function, and what the physiology suggests are normal readings for that organ or function.

ANABOLIC PROTOPLASER/DERMAL REGENERATOR (PART OF MEDKIT)

The dermal regenerator stimulates an injured humanoid's natural healing process to accelerate the production of new skin cells and connective tissue.

EMERGENCY SURGICAL KIT (OPPORTUNITY 1)

A standard emergency surgical kit provides single-use medical supplies capable of allowing a trained physician the means to perform complex surgical procedures in the field at the expense of equipment durability. The kit contains a built-in PADD that gives readouts on basic biological functions important to physicians such as blood pressure, heartbeat, temperature, etc. The display walks unskilled civilians through triage steps.

LASER SCALPEL (PART OF MEDKIT)

Laser scalpels, also known as exoscalpels use a thin low-power laser beam to cleanly cut through tissue to a predetermined depth.

HYPOSPRAY (PART OF MEDKIT)

Hyposprays provide an efficient means to deliver drugs that would otherwise have to be given by hypodermic needle or IV drip.

.: OTHER EQUIPMENT

ANTI-GRAV SLED (OPPORTUNITY 2)

The anti-grav sled resembles a small cart without wheels. On the bottom of the device are multiple graviton emitters that counter the local gravity field, effectively making the sled and any items placed on it nearly weightless, though not massless.

BEACONS (OPPORTUNITY 1)

The standard issue Starfleet beacon has a wide range of functions including changing the frequency of the light emitted from near-infrared to long-wave ultraviolet and providing a 'white' light for species that evolved with different natural light. Beacons can also be set to emit entirely in the near-infrared, providing a short-term heat source in a survival situation.

COMMUNICATOR (STANDARD ISSUE)

During the 22nd and 23rd centuries, these devices were handheld and allowed the user to communicate with a starship in orbit or another communicator another communicator. By the 24th century, the communicator was, making it small enough to be worn as a badge.

NICK GREENWOOD

AUDIO RECEIVER (STANDARD ISSUE FOR COMMS OFFICER, OPPORTUNITY 1 OTHERWISE)

The audio receiver ties into shipboard communication networks and allows the user to listen to data coming across subspace frequencies typically used for long-range communication and ship to surface, but also listening to computer alerts and and data. The receiver can also be programmed to provide aural or vibrational feedback, allowing sensor operators greater accuracy in their duties. Characters using the audio receiver reduce the complication range of tasks involving communications, starship operations, or sensor operations by 1.

HOLOGRAPHIC IMAGER (OPPORTUNITY 1)

The holographic imager is a hand-held multi-spectral camera capable of recording nearly unlimited still and moving images with a resolution down to the micron level. The device's output can be used to recreate the setting inside holodecks, allowing for accurate computer simulations.

ORION MULTI-KEY (NOT WIDELY AVAILABLE)

A traditional tool of Orion merchants and pirates. Each one appears as a short cudgel (counts as a bludgeon in combat). Each tool can fold open, with extendable prongs serving a variety of functions, from overriding security systems, prying open panels, opening bottles, and even extracting teeth.

PADD (NO COST)

The 'Personal Access Display Device' allows crew to access the database of their posting, tying them into the subspace network subspace network. This gives a user as much data access as they have clearance for, access to subspace communication, and the ability to record and transmit text, audio, and video recordings.

PATTERN ENHANCER (OPPORTUNITY 1)

Used to boost the resolution and strength of a transporter scanning beam, pattern enhancers allow transporter systems to achieve a signal lock even with interference from terrain or cosmic phenomena. These devices are approximately a meter long when deployed on tripods and require at least three to function when placed equidistant around a target. Each device's power cell allows for two transports, and additional pattern enhancers can increase the area and number of transports.

UNIVERSAL TRANSLATOR

A standard part of Starfleet communicators since the late 23rd century. Characters not possessing a universal translator, either through destruction or removal of a communicator, will be unable to converse with beings who do not understand the character's languages. Obtaining a separate universal translator (Opportunity 1) provides a stand-alone unit, typically bulkier and more powerful than communicators.

Galileo
U.S.S. ENTERPRISE

CHAPTER 7
OPERATIONS

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CARLOS CABRERA

.:CHAPTER 7.1

BASIC OPERATIONS

"ROLL? ROLL? BUT YOU HAVEN'T EVEN TOLD ME THE RULES YET!"

- QUARK

RODRIGO GONZALEZ TOLEDO

LT. COMMANDER BURK VEN JAXA

This chapter is all about the core rules used in **Star Trek Adventures**. *These rules serve as the foundation for all the other rules in the game, so it's worth spending some time reviewing them.*

JUST LIKE THE EVENTS OF A BROADcast show or movie, gameplay in ***Star Trek Adventures*** is structured in **scenes**. Each scene may cover a few minutes or maybe an hour, during which the characters attempt to achieve a goal, overcome a problem, or otherwise engage in significant activities. **Collectively, scenes are the building blocks of a mission.**

SCENES AND TRAITS

ANYONE FAMILIAR WITH *STAR TREK* should have an idea of what a scene looks like: characters talk and act within a single location toward resolving the dramatic conflict present, switching to a new location or new characters when the group has resolved the conflict or decides to move on. The key is that scenes are the interesting parts of the story, and scene transitions often skip past the parts that aren't interesting. Different groups may have different standards as to what is and isn't interesting, so this concept is deliberately flexible.

.:ENCOUNTERS

ENCOUNTERS ARE MORE TIGHTLY structured scenes dealing with a conflict between two or more sides—such as combat—in which the situation is divided into **rounds** and **turns**. During each round, each character involved takes a single turn, handing the action back and forth between sides. Encounters are detailed in *Chapter 8: Conflict*.

.:SCENE SET-UP

The gamemaster sets up the scenes players experience, and decides when scenes end. The players have free rein to do as they wish within that scene, and the gamemaster can react through the actions of NPCs and by spending **Threat** to trigger logical and consequential changes in the environment and situation. When things within that scene have concluded, and nothing else can be done in that place at that time, the gamemaster should end the scene and move on to the next one.

.:TRAITS

Locations, characters, and situations all come in a variety of shapes and sizes, and these differences are handled in-game as **traits**. Each trait is a single word or a short phrase which describes a single significant fact about whatever it is the trait belongs to.

A trait imposes a context upon the world around it, and upon anything that interacts with whatever possesses that trait. These are useful for the gamemaster in adjudicating what is and isn't possible—as well as how difficult things are to attempt—and for the players in imagining the scene and figuring out how they can interact with it.

▷ TRACKING TRAITS

Having any traits currently in play written down and visible to everyone is useful. The most persistent traits will be present on character sheets, but pretty much anything else will last only for a single scene.

The following rough categories denote what a given trait applies to and if a character will be impacted by that trait applies to:

- A **situation trait** applies to the current situation, but is inherently temporary, lasting no longer than the current scene. Any character in the scene is affected by these traits. **Darkness** is an example of a situation trait.
- A **location trait** applies to the current location, and is permanent (or, at least as permanent as the location itself). Any character in that location is affected by location traits when they interact with some facet of that location. **Derelict Romulan Starship**, **Crumbling Cavern**, and **Well-Stocked Sickbay** are examples of location traits.
- A **character trait** applies to a character or creature. Some of these may be permanent (or long-lasting), such as a character's species or reputation, but others may be temporary, representing injuries, conditions, even strong emotions. A character or creature is naturally affected by its own character traits, and they may also affect the characters and creatures that interact with them.
- An **equipment trait** describes a single piece of equipment. It's permanent—so long as the item is functional—and can be passed freely among characters as needed. An equipment trait affects any character using that item. A **tricorder** is an example of an equipment trait.

Traits have no specific duration. **They exist so long as they represent something that is true.** As soon as what a trait represents stops being true, the trait vanishes (or changes to one that reflects a new situation, such as **Darkness** being replaced by **Brightly-Lit**). Similarly, to remove a trait from a situation, it needs to stop being true, typically through the actions of the characters.

When establishing a scene, the gamemaster assigns whatever traits they feel are relevant and appropriate, thinking of the environment and current circumstances. The gamemaster should be open with this process and allow players to suggest traits at the start of the scene, and allow for traits to change as the scene unfolds.

> ***EXAMPLE:*** *Chief O'Brien and several other engineers are boarding the abandoned space station Empok Nor. The gamemaster decides the station itself has the traits* ***Abandoned Cardassian Station*** *and* ***Power Off-line****. These are both location traits: they're both facts about the location itself, and they persist while they remain true. If the engineers get the power online, the* ***Power Off-line*** *trait will disappear, because it will no longer be true.*

THE EFFECT OF TRAITS

The presence of a trait marks something as important to a scene or situation: not only is it true, it is *significant*. It's something likely to affect the decisions and actions characters make, and how the scene unfolds.

The effect traits have on play is to prompt the gamemaster to rule a specific way on the actions taken. If you're in a room with a **Locked Door**, then you can't leave the room until you find a way to unlock the door. If it's **Utterly Dark**, then you can't see. If you're a **Vulcan** in a desert, you'll find it easier to survive the hazards and perils.

If a trait would be helpful to whatever it is you're trying to do, then that trait may make your action easier in some way, or otherwise produce some kind of benefit. If a trait would be troublesome to whatever it is you're trying to do, then the trait may make your action more difficult, or result in additional problems. In some cases, this may even mean that a trait allows you to attempt something you couldn't normally do (such as a **tricorder** letting you scan for radiation) or may prevent you attempting something you could normally do (a **collapsed tunnel** prevents you from going down a specific route), at least until the trait is removed.

Each trait can be placed into a simple statement, such as one of those below, and if that statement makes sense, then it applies. If it doesn't make sense, then it doesn't apply.

- Because I am [character trait], this activity is...
- Because of [situation or location trait], this activity is...
- Because I have [equipment trait], this activity is...

The end of each of those statements is going to be "easier," "harder," "possible," "impossible," or "unchanged."

RODRIGO GONZALEZ TOLEDO

▷ TREKNOBABBLE

Episodes of *Star Trek* often include technobabble—complicated-sounding dialogue that describes fictional science or technology, often to explain a plot development, or a solution to a problem, or simply to add detail to a situation. The sheer bewildering variety of possible technobabble makes it difficult to cover extensively; however, conveniently enough, traits are useful for handling technobabble: a technical problem to overcome is a trait applied to a scene, and the complex-sounding solution (which almost always comes with some simple analogy) is a trait created by the players to deal with a problem.

For the sake of consistency, it's often useful to keep note of traits that represent technobabble, so they can be referenced later.

An engineering/science Treknobabble table is on page 266, and a medical Treknobabble table is on page 267.

CHANGING TRAITS

During play, there are a few ways you can change traits. Essentially, any action that would change the situation could create, remove, or replace a trait, but in general, a character creating a trait is trying to create some advantage for themselves or their allies, remove a problem, or create a complication or problem for an enemy.

You may attempt a **task** (see opposite), typically with a Difficulty of 2, to create a trait. The nature of the trait created should naturally follow from the action taken. For example, if you want to make an area **Well-Lit**, you need to do something that will create light, while taking time to clear a **collapsed tunnel** removes the trait.

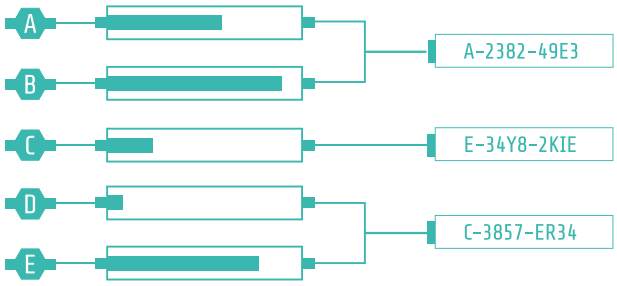
POTENT TRAITS

If a trait has a particularly potent or intense effect—a larger effect than those listed above—the gamemaster can make it a **potent** trait, a single trait that has the effect of many. This can be denoted simply by adding a number after the name of the trait—this is the trait's **potency**, which is the number of identical traits it counts

as. Technically, all normal traits count as having Potency 1, but you don't need to note this. In a situation where **Smoke** may be a location trait, it may worsen and become **Thick Smoke 2**, which counts as two traits.

When you create a trait, you may instead increase or decrease the potency of a trait by one: attempting to block enemy communications, you might change a **Signal Jamming** trait to **Signal Jamming 2**.

See page 321 for additional guidance on traits.



TASKS

CHARACTERS IN ***STAR TREK ADVENTURES*** ARE SPECIALISTS in their chosen fields, with enough breadth of training and practical experience to ensure they can solve problems and overcome obstacles as a matter of course. However, there are situations where a character's success is in doubt or where failure or mishap are interesting.

The game presumes that, given sufficient time, the correct tools, and the ability to concentrate, a character will be able to succeed at just about anything they set their mind to. Failure is not a matter of inability, but rather of insufficient time, inappropriate tools, or some manner of obstacle or interruption. A course of action may be deemed impossible not because the character cannot do it, but because they don't have the means to do it *at that moment*.

A task begins with either the desire to achieve something or the desire to avoid something. A player states what they want to accomplish, and how they intend to get it. The gamemaster then judges, based on the situation, whether the character can achieve that goal. The gamemaster then answers in one of three ways:

- **YES:** The character can achieve that goal without effort or challenge.
- **NO:** The character cannot achieve that goal, at least, not right now.
- **MAYBE:** The character might be able to achieve their goal, but success is uncertain.

The first two answers are easy enough to handle: the player states their intent, the gamemaster says "yes" or "no," and play continues from there. The third answer is where dice come into play. Because there's doubt as to the outcome, a task attempt determines what happens.

.: ATTEMPTING A TASK

A task roll involves a character's **attributes**, **departments**, and **focuses**, and requires rolling two or more d20s. Attempting a task follows a specific process (see page 257).

The gamemaster may choose to change the combinations of **attributes + departments** on a case-by-case basis if a situation seems like it should use a different combination, or if a player comes up with some ingenious approach that would use a different combination.

> ***EXAMPLE:*** *Scotty is attempting to squeeze additional power out of the* Enterprise's *engines. His target number is his Control (11) plus Engineering (4), for a target of 15. He has a focus in Starship Propulsion and the task has a Difficulty of 2. He rolls two d20s, rolling a 4 and a 19; the 4 scores two successes (thanks to his focus), while the 19 scores none. With two successes, Scotty is successful.*

▷ RE-ROLLS

Many circumstances allow a character to re-roll one or more dice. When re-rolling dice, the player chooses the number of dice to re-roll. They roll those dice, and the new result replaces the original score. The new results stand, even if they're worse than the original results.

Some situations allow for a specific number of dice to be re-rolled, while others allow all the dice in a pool to be re-rolled. Players may always choose how many dice they wish to re-roll, up to the number of dice listed—in essence, you may always choose *not* to re-roll a die if you wish to keep that result.

TASK DIFFICULTY

When the gamemaster calls for a task attempt, they set a Difficulty for that task. Unless otherwise noted, most tasks have a basic Difficulty of 1, though more routine or straightforward tasks may have a Difficulty of 0, and more complex or problematic tasks have higher Difficulties. After this, the gamemaster then considers if there are any other factors in the current scene and environment, or affecting the characters involved, which would alter this basic Difficulty. The factors which affect a task's Difficulty are commonly represented by **traits** in the scene.

The players should always know the Difficulty of tasks. This allows players to determine what they'll need to do to have the best chance of success.

> ***EXAMPLE:*** *Dr. McCoy is attempting to perform complex heart surgery on Ambassador Sarek. This has a basic* ***Difficulty*** *of 2, but there are other factors. First, Sarek is* ***Vulcan****, and McCoy's knowledge of Vulcan physiology is limited, which increases the Difficulty by 1. Second, without a Vulcan blood donor, the operation can't be performed at all; this complication is overcome by having Spock donate blood to the procedure, however. Third, the* Enterprise *is* ***Under Attack****, which is disruptive, increasing the Difficulty by 1. Together, these increase the Difficulty to 4. Fortunately, McCoy has the* **Enterprise *Sickbay*** *(a location trait, reducing the Difficulty to 3) and Nurse Chapel to assist his task attempt.*

▷ DIFFICULTY ZERO TASKS

Certain circumstances may reduce the Difficulty of a task to 0. At other times, a task may be so simple it does not require a dice roll. These are **simple tasks**. If a task is Difficulty 0, it does not require dice to be rolled: it is automatically successful with 0 successes, with no risk of complications. However, because no roll is made, it cannot generate Momentum—even bonus Momentum from talents, particularly advantageous situations, etc.—and the character cannot spend any Momentum on the task. In essence, the gamemaster declares you complete the task, no dice are rolled, and you move on with the game.

At the gamemaster's discretion, you may roll the dice against a Difficulty of 0 and can generate Momentum as normal (because 0 successes are required, every success generated is Momentum), but this comes with the risk of gaining complications.

▷ ROUNDING

Any time you need to round an equation, round up.

.: EXAMPLE DIFFICULTIES

DIFFICULTY	DESCRIPTION
0	Researching a widely-known subject. Shooting a training target with a phaser or disruptor. Performing routine maintenance and repairs.
1	Researching a specialized subject. Striking an enemy in hand-to-hand combat. Rerouting power during an emergency.
2	Researching obscure information. Shooting an enemy with a phaser or disruptor. Repairing a transporter pad while under fire.
3	Researching restricted information. Shooting an enemy with a phaser or disruptor in poor light. Altering a subspace antenna to overcome interference, without the proper tools.
4	Researching classified information. Shooting an enemy in a defensive position, in poor light. Attempting to integrate technology with the incompatible technology of another species.
5	Researching a subject where the facts have been thoroughly redacted from official records. Shooting a small, fast-moving target in poor light. Attempting a transport while at warp, to another vessel also at warp.

▷ IT JUST MIGHT WORK!

One common element of the successes of player characters is a tendency to employ creative, often bizarre strategies to resolve seemingly impossible situations.

Consequently, the gamemaster should not only expect, but encourage, plans that seem illogical or unwise; though even if an illogical or unwise plan is possible, that doesn't mean it should be easy. The listed combinations of attribute and department may not necessarily apply to these unusual approaches, so the gamemaster should feel free to use a different combination if the situation calls for it. Similarly, the gamemaster should entertain players' suggestions for Momentum spends and traits.

▷ OBSERVATION

One of the most common reasons players may ask to attempt a task is to see if their characters notice or find something that isn't immediately obvious. These tasks will most commonly use Insight or Reason, as those attributes are the most associated with awareness and comprehension. However, which department is used should vary based on the situation.

The Difficulty of an *Observation* task should be low, with success providing the bare minimum information; **Momentum** can be spent to improve upon this (see *Obtain Information*, page 260). For vital information, use the *Success at Cost* rules (page 259).

IMPROVING THE ODDS

Even the most dedicated cannot give their full effort a hundred percent of the time; in tense situations, they need to conserve their energy, capitalize on opportunities, and be willing to take risks to triumph. Thus, the game provides several ways for you to improve your chances of success, by buying additional d20s to roll on a task. Extra dice allow you to score more successes, and thus succeed at tasks with higher difficulties or simply generate more Momentum. However, these extra dice always come with a cost, and which options a character chooses depends upon what costs they are willing and able to pay.

- **MOMENTUM:** The *Create Opportunity* (page 260) spend allows characters to buy additional dice, representing coordination, teamwork, and building upon prior successes. The first extra die bought costs 1 Momentum, the second costs 2 Momentum, and the third costs 3 Momentum.
- **THREAT:** The *Create Opportunity* spend can be paid for by adding to Threat (page 264) instead of spending Momentum, representing taking risks or acting recklessly. The first extra die bought adds 1 Threat, the second adds 2 Threat, and the third adds 3 Threat.
- **DETERMINATION: Determination** doesn't add extra dice, but it does make the existing ones better. When spending Determination *before* rolling, the character chooses one d20 in the dice pool: that die is considered to have already rolled a 1 (therefore scoring a critical success, counting as 2 successes). Alternatively, if you spend Determination *after* rolling, you may re-roll **any number** of d20s in your dice pool. Determination may only be spent in certain circumstances, as described on page 262.
- **TALENTS:** A few talents state a character may reduce the cost of buying additional d20s, sometimes even to 0, but these dice still count towards the number of additional d20s that can be purchased.

In the gamemaster's case, when buying bonus d20s for NPCs, there are fewer options—the gamemaster may spend points of Threat to add dice to a NPC's task roll. NPCs typically do not have Determination.

TEAMWORK AND ASSISTANCE

If the situation allows, several characters can work together when attempting to perform a task. When more than one character is involved in a task, one character is the leader, and the other characters are assistants.

You may accept one assistant at no cost on any individual task. However, you may have additional assistants, but each extra person involved creates the potential for error: each assistant after the first either costs 1 Momentum or adds 1 Threat.

To assist with a task, the player must describe how their character is assisting the task's leader. If the gamemaster agrees, then each assistant rolls 1d20, using their own target number and their own focus (if any), to determine if any successes are scored. The assistants' dice can generate complications as usual.

If the task leader generates at least 1 success, all successes generated by the assistants count toward the task. If the task leader does not score a success, the task fails, no matter how many successes their assistant(s) scored.

> ***EXAMPLE:*** *Chief O'Brien is attempting to repair a faulty power relay on Deep Space 9, with help from Rom. O'Brien attempts the task, scoring 2 successes. Rom rolls 1d20 against his own* ***Control + Engineering****, and scores 1 success of his own, which he adds to O'Brien's total, making three successes in total.*

Assistants do not have to use the same attribute, department, or focus as any other character involved in the task; indeed, assistance can often be best provided by someone contributing something different. Assistants may only ever roll 1d20 while assisting. In combat or other encounters, assisting a task is considered to take up a character's turn.

> ***EXAMPLE:*** *During a battle against the Borg, Captain Picard points out a specific location on the Borg Cube and gives the order to open fire. His specific direction is treated as assistance to Lt. Daniels' attack; Picard rolls 1d20 against his* ***Reason + Command****, representing the fact that his assistance comes from his direction and leadership. Any successes and/or complications Picard generates are added to Lt. Daniels' results.*

.:OPPOSED TASKS

When you are attempting a task against direct opposition, like swinging a *bat'leth* at a foe who is trying to dodge out the way, or trying to move stealthily when someone is searching for you, you attempt an **opposed task**. The character attempting to do something is the **active character**, and the other character seeking to resist or avoid the first character's attempts is the **reactive character**.

When you attempt an opposed task, the reactive character first rolls to set the Difficulty. They gather a dice pool, rolling against their own target number as if they were making a task roll. However, they are not rolling against any specific Difficulty; just count how many successes they score.

After this, the active character makes their task roll. The Difficulty of this roll is equal to the number of successes the reactive character scored.

▷ EQUIPMENT AND TECHNOLOGY

Starfleet officers make use of a wide range of tools and devices during their duties, and typically have access to whatever items they need to do their jobs. Therefore, the Difficulty of a task assumes the character has the appropriate tools for that task, and the task may become more difficult—or even impossible—if circumstances dictate a character lacks those tools.

Equipment and technology are examined in more detail in *Chapter 6: Equipment & Technology*.

If the active character succeeds, they achieve their desired goal, and can spend any Momentum generated to improve that outcome as usual. If the active character fails, however, the reactive character generates 1 Momentum for each success fewer than the Difficulty scored—i.e., if they set a Difficulty of 4, and the active character scored 2 successes, the reactive character gets 2 Momentum—and they may spend this Momentum immediately, as if they had succeeded at the task.

After all this has been resolved, any complications suffered by either side are handled by the gamemaster.

> ***EXAMPLE:*** *Worf is locked in hand-to-hand combat with a Jem'Hadar warrior, and Worf lashes out with his mek'leth. This is an opposed task. The Jem'Hadar warrior has Daring 11 and Security 3, for a target number of 14; the Jem'Hadar rolls a 6 and a 15, scoring only a single success. Worf then rolls. He has Daring 12 and Security 5, for a target number of 17, and is using his focus in* Mok'bara*. He rolls an 8 and a 12, scoring 2 successes, enough to beat the Difficulty of 1, and to generate 1 Momentum. After a few moments of struggle, Worf forces his way past the Jem'Hadar warrior's defenses and brings down his foe.*

EXTERNAL FACTORS IN OPPOSED TASKS

The procedure for opposed tasks assumes both sides are on roughly equal footing, and that neither side has any real advantages or hindrances beyond their own abilities. This isn't always the case.

If the opposing character has any factors which would make things harder for them, each such factor reduces the Difficulty they set by 1, to a minimum of 0. In

ATTEMPTING A TASK

1 Select an **attribute** and **department**, as well as any applicable **focus**. Add the ratings for the selected attribute and department. The total is your **target number**.

2 The gamemaster sets the task's **Difficulty**. This is a number, usually from 0 to 5. The Difficulty represents the number of **successes** the player must roll to complete the task.

3 Build your dice pool, starting with 2d20. Add bonus d20s granted from talents and other game effects. Add more d20s by spending Momentum or adding Threat. The first bonus die costs 1, the second costs 2 more, and the third costs 3 more. You cannot roll more than 5d20 on any task attempt.

4 **(Optional)** Improve your chances by asking for **assistance**, from either another character or the ship (if applicable). Assistance is described on page 255.

5 Roll your dice pool. Each d20 that rolls equal to or less than the **target number** scores a **success**.

- If one of your focuses applies, then each die that rolls equal to or less than the department you're using is a **critical success**, scoring 2 successes.
- If none of your focuses apply, each die that rolls 1 is a critical success.
- Each die that rolls a 20, or falls within the complication range, causes a **complication** (see "*Complications,*" page 258).

6 If the number of successes scored equals or exceeds the task's Difficulty, the task attempt succeeds. If the number of successes is less than the Difficulty, the task attempt fails.

If you scored more successes than the task's Difficulty, each extra success becomes 1 point of Momentum (see "Momentum," page 259).

7 The gamemaster describes the outcome of the task, and if the task was successful, the player may spend Momentum to improve the result further. Then, apply the effects of any complications.

TOBIAS RICHTER

essence, fewer of their successes translate into difficulty for their opponent.

If the active character has any factors which would affect the Difficulty of their action *other* than the opposing character, then adjust the final Difficulty up or down as normal.

In either case, characters in an opposed task may accept assistance from other characters on their side.

> ***EXAMPLE:*** *Doctor M'Benga and Nurse Chapel are attempting to escape from a ship full of Klingon dilithium miners. Faced with a desperate situation, they each take a dose of a powerful stimulant and begin to fight their way out. A Klingon attempts to stop Chapel; Chapel rolls 1 success, but the stimulants count as an extra factor in her favor, granting her an extra success, which means the Klingon is now rolling against a Difficulty of 2.*

. : COMPLICATIONS

When attempting a task, each d20 that rolls a 20 creates a **complication**, which comes into play once the task has been resolved.

If you roll a 20, and you don't want to suffer a complication, or the gamemaster doesn't want to impose a complication at this point in the scene, the complication can instead be 'bought off' by adding 2 Threat (see page 265). In essence, this turns an immediate problem (the complication) into a problem for later (more Threat).

> ***EXAMPLE:*** *While the* Enterprise NX-01 *is under attack, Ensign Sato is attempting to convince the captain of an unknown alien ship to help. Her initial attempt, however, is hindered by technical issues with the universal translator; she suffers a complication,* ***Mistranslation****. This may cause problems with further attempts to communicate.*

COMPLICATION RANGE

Some circumstances can make a task more uncertain, though not necessarily any more difficult. These factors increase the complication range of a task, making it more likely that complications will occur.

A task has a complication range of 1 normally, meaning whenever you roll a 20 on a d20, you generate a complication. Increasing the complication range by 1 means complications occur on the result of a 19 or 20 on a d20. Increasing the complication range by 2 means complications occur on an 18, 19, or 20, and so forth, as summarized in the **Complication Range** table.

The Complication Range can never be increased to more than 5.

.:COMPLICATION RANGE

COMPLICATION RANGE	COMPLICATION OCCURS ON...
1	20
2	19–20
3	18–20
4	17–20
5	16–20

The gamemaster may freely rule on what complication range applies to a given task attempt, but there should always be some justification given. A trait may provide sufficient reason to increase a task's complication range, as could the gamemaster choosing to spend Threat to represent something that distracts or interferes with the task.

.:SUCCESS AT COST

Some tasks can't really be failed outright—rather, there is uncertainty as to whether the task can be completed without problems. Your gamemaster may allow characters to *Succeed at Cost*, either stating this before the task is attempted, or providing the option after the dice have been rolled. If this option is provided, you can choose to succeed at a task and suffer one automatic complication, in addition to any caused by 20s rolled.

These complications function exactly as those generated by rolling a 20, including being able to remove them for 2 Threat, or using them to create other effects.

Though the task has technically been successful, you can't spend Momentum to improve the outcome of a task that succeeded at cost—Momentum can only be spent if the task was truly successful.

In some cases, the 'cost' can be increased further, at the gamemaster's discretion, causing your character to suffer more than one automatic complication on a failed task. This should be made clear when the option to Succeed at Cost is presented.

> ***EXAMPLE:*** *While preparing for an away mission to Kiley 279, Nurse Chapel administers an epigenetic treatment which alters the appearances of the away team to resemble the local Kiley people. As both Captain Pike and Lieutenant Noonien-Singh are Human, this is relatively straightforward, but the gamemaster rules it is more difficult with Lieutenant Spock, due to his mixed Human and Vulcan genetics. Chapel's task to formulate the treatment for Spock fails, but the gamemaster allows Chapel to Succeed at Cost: in this case, the treatment works and Spock's appearance is transformed, but it will not last as long, and the gamemaster warns that they might spend Threat at an inopportune moment to have Spock's appearance revert to normal.*

MOMENTUM

WHENEVER YOU ATTEMPT A TASK AND GENERATE more successes than the Difficulty, extra successes become Momentum, a valuable resource allowing you to improve on your success or save for the group. You don't begin a mission with Momentum—it only comes from taking action!

.:SPENDING MOMENTUM

The normal use for Momentum is to improve the outcome of a successful task, such as gaining more information from research, inflicting more damage with an attack, or making more progress with an ongoing problem.

When you succeed at a task, the gamemaster describes what happens. You can then spend Momentum to improve what happens, or to gain other benefits.

Momentum used in this way doesn't need to be declared in advance, and each point can be spent one at a time as required. For example, you may spend 1 Momentum to ask the gamemaster a question, and then decide if you want to spend any more Momentum for more information once you've gotten an answer. Thus, Momentum cannot be wasted by being used on something that wasn't necessary.

Once a task has been resolved, any unspent Momentum is added to the group's pool, as described below. Momentum that cannot be added to the group pool—because the group pool is already full or because it is bonus Momentum—is lost if it isn't spent.

.:COMMON MOMENTUM SPENDS

MOMENTUM SPEND	EFFECT
Create Opportunity (buy d20s) (Immediate, Repeatable)	Before you attempt a task (but after the gamemaster sets its Difficulty), build your dice pool, starting with 2d20. Add bonus d20s granted from talents and other game effects. Add more d20s by spending Momentum or adding Threat. The first bonus die costs 1, the second costs 2 more, and the third costs 3 more. You can't roll more than 5d20 on any task attempt.
Create a Trait	You can spend 2 Momentum to establish a new trait in the scene (see *Establishing a Scene*, page 250) or to change, increase the potency of, or remove a trait currently in play. A trait you create must relate to the task you just passed, and it must be something that would result from your actions.
Keep the Initiative (Immediate)	After taking a turn in an action scene (see *Chapter 8: Conflict*), instead of handing the action to the opposing side, a character may choose to *Keep the Initiative*. To *Keep the Initiative*, the character who has just completed their turn may spend 2 Momentum and then hand the action to another character on their own side. Once one side has opted to *Keep the Initiative*, nobody on that side may do so again until the opposition has taken at least one turn of their own. Both player characters and NPCs may use *Keep the Initiative*.
Obtain Information (Repeatable)	You can ask the gamemaster a single question about the scene by spending 1 Momentum. The question must be related to the task attempted, and the gamemaster must answer truthfully but doesn't have to give complete information. If there's no information your character could determine, the gamemaster may answer "you don't know," but they must refund the Momentum spent for that question.
Reduce Time	You can spend 2 Momentum to reduce the time it takes to complete the activity represented by the task, typically taking half the normal amount of time. You can't use this option during an action scene. See also *Timed Challenges*, on page 333.
Swift Action	During your turn in an action scene, you may spend 2 Momentum to take an additional major action. However, any task roll attempted as part of this action increases in Difficulty by 1.
Extra Minor Action	During your turn in an action scene, you may spend 1 Momentum to take an additional minor action. Each minor action may only be performed once per turn.

▷ BONUS MOMENTUM

Some situations, items, and talents grant a character bonus Momentum under specific circumstances. This is added to the amount of Momentum the character may spend in that circumstance. Something which grants bonus Momentum may specify that it may only be used in a specific way, such as buying d20s, increasing Difficulty, or some other purpose.

Regardless of how it is granted, bonus Momentum can never be saved: if it is not used when it is granted, it is lost.

COMMON MOMENTUM OPTIONS

The following options are the most common ways to spend Momentum in ***Star Trek Adventures***. These options are likely to cover most things that you'll want to achieve with your Momentum during normal play.

Some Momentum spends can be used immediately when they are required, rather than waiting until a successful task. These spends are referred to as **Immediate**, and they can be used at any point in play, though most will specify when they are used. When you use these options, you may spend Momentum directly from the **group pool** or you may pay for them by adding to Threat instead, one for one—however much Momentum you'd normally spend, add the equivalent amount of Threat.

▷ OTHER USES FOR MOMENTUM

Instead of using a listed Momentum spend option, be creative when using Momentum. When you succeed at a task and generate a lot of Momentum, think of how that incredible success might affect the task's immediate results, or how it could affect what happens next.

Together with your group, you may invent ways to spend Momentum if they make sense in the context in which you generated that Momentum. Any option you and your gamemaster agree upon is feasible. Of course, your gamemaster can veto proposed Momentum spends that do not reflect the scene.

▷ THE EBB AND FLOW OF MOMENTUM

At the end of each scene, remove 1 Momentum from the Momentum pool if possible; Momentum cannot be saved indefinitely.

.:SAVING MOMENTUM

Any Momentum you don't spend is saved to a group pool, which can be added to or used by any player in the group, representing the benefits of your collective successes. This pool cannot contain more than 6 Momentum at a time. Any Momentum that cannot be added to the group pool is lost if it isn't spent immediately.

After succeeding on a task, you may spend Momentum from the group pool in addition to those generated during that task. Momentum only needs to be spent as needed, so you don't have to choose how much Momentum you're spending from the group pool until you spend it, nor does it need to be spent all at once.

> ***EXAMPLE:*** *Lt. Commander Data has 1 Momentum remaining from his scan. He chooses to save it for later, rather than spending it. It's added to the group pool, and can be used by someone else at a later point.*

Most uses for Momentum can only be used once on a task, or once in any given round in a conflict. Some Momentum spends are **Repeatable**, which means they can be used as many times as you want and have the Momentum available to spend.

Note that some Momentum spends can be both Immediate and Repeatable.

> ***EXAMPLE:*** *Lt. Commander Data's scan of a spatial anomaly generated 3 Momentum. He spends the first point to gain additional information from his scan, which the gamemaster provides. After this, still having some more questions, Data spends a second point to ask another question.*

DETERMINATION

IN ADDITION TO MOMENTUM, PLAYERS HAVE ACCESS to a special resource called Determination. Determination reflects the fact that the player characters are the game's protagonists, Starfleet officers or others with ambition, drive, and grit beyond that of most beings. Such individuals make their own luck and shape the Galaxy around them through their actions and decisions. Whatever their inclination, the player characters are naturally prominent and influential people.

Determination can be used to pull off exciting stunts, provide an edge during tense situations, or otherwise help to advance the story. You gain and spend Determination from acting in accordance with your beliefs, represented by the character's **values**. When your values aid you in what you're seeking to achieve, you may spend Determination; while you gain Determination when your immediate goals and your values conflict with one another.

Values are short phrases or statements describing the attitudes, beliefs, and principles of your character, while Directives represent the orders and instructions provided by your organization and by your superiors.

Each player character begins each mission with 1 Determination and cannot have more than 3 Determination at any time. Any excess Determination is immediately discarded.

.: DETERMINATION SPENDS

DETERMINATION SPEND	EFFECT
Moment of Inspiration	You may spend Determination on a task roll, after the dice have been rolled, to re-roll any number of d20s in your dice pool.
Perfect Opportunity	You may spend Determination on a task roll—before any dice are rolled, but after you've purchased any extra dice—to select a single d20 and set it so that it counts as having rolled a 1 (and thus scoring a Critical Success).
Special Technique	Your character immediately gains the use of a single talent they do not possess. This talent remains for the rest of the current scene. You must meet the prerequisites for that talent, and the gamemaster may veto talents which make no sense for a character to suddenly obtain for a short while. This might represent some incidental knowledge or training the character possesses which isn't normally relevant, or the benefits of a piece of equipment or other circumstantial factor.

▷ VALUES AND DIRECTIVES

Values are short phrases or statements that describe the attitudes, beliefs, and convictions of a character. For more on values, see page 87.

Directives are not linked to a single character, but rather apply to the group as a whole for the duration of a single mission. Each Directive represents a guiding principle of the fleet, such as Starfleet's **General Order 1**, also known as the **Prime Directive**, specific mission orders or restrictions, or the limitations imposed by treaties or orders. The gamemaster chooses the Directives for each mission (though pre-written missions include their own Directives).

Similar to values, Directives can be used positively to spend Determination or they can impact a character negatively and allow a character to regain Determination:

- **Using a Directive positively** allows a character to act with the confidence they have the support of their organization behind their actions.
- **Suffering a complication from a Directive** reflects a reluctance to go against orders.
- **Challenging a Directive** reflects a character knowingly disobeying orders for a meaningful reason, and being willing to face the consequences of that choice.

When you want to spend Determination, you can only do so if one of your values—or one of the mission's Directives—aligns with the action you're undertaking. Your values and Directives bolster your resolve, allowing you to draw strength from your beliefs, so you can push yourself further in battle or focus during an intense challenge.

Values can also hinder your character's judgement, making them biased, blinding them to possibilities, or otherwise impairing their ability to confront a problem effectively. These situations can cause you problems, but also present opportunities to gain Determination.

.: SPENDING DETERMINATION

When you attempt a task, or are otherwise in a difficult situation, and one or more of your values (or one of the mission Directives) would be helpful in your current situation, you may spend Determination.

When you spend Determination, choose one of the benefits detailed in the **Determination Spends** table.

> ***EXAMPLE:*** *Captain Spock is attempting to uncover the truth behind a conspiracy. Suspecting the* Enterprise's *computers have been tampered with, he sets about testing his hypothesis. This is a* ***Reason + Engineering task****, using his Computers focus, with a Difficulty of 3. Given the Difficulty and the urgency, Spock buys an additional d20 for the task. As Spock is motivated by his value: "Logic is the beginning, not the end, of wisdom," Spock may spend 1 Determination to aid in his task, which he does to set one of his d20s for the task to a 1, guaranteeing a critical success.*

.:GAINING DETERMINATION

When you attempt a task or are otherwise in a difficult situation, and one or more of your values would make your situation more difficult, the gamemaster may ask you to either **challenge** your value, or **comply** with it:

- **CHALLENGE:** You choose to go against your value. You cross out the challenged value, as it is no longer as vital to the character as it once seemed, and then continue to resolve the current task or situation. Once finished, gain 1 Determination. At the end of the mission, alter the crossed-out value to reflect the change in your character's beliefs. This is described more in **CHARACTER DEVELOPMENT** page 166.
- **COMPLY:** You choose to give in to your value, suffering a complication as a result. This complication may make your chosen course of action more difficult, or it may even prevent you attempting that action, instead requiring you to try something else. Discuss with your gamemaster how this should play out. Once finished, gain 1 Determination.

During play, you do not have to rely on the gamemaster to provide prompts to gain Determination; you may suggest a situation might be a test of your character's values.

EXAMPLE: *The Enterprise has rescued an injured Romulan after responding to a distress call in the Neutral Zone. Dr. Crusher is attempting to save the Romulan's life, but the Romulan needs a blood transfusion. Worf is the only member of the crew with the correct cellular factors to help. However, Worf despises Romulans, and this is part of his "Proud and Honorable Klingon" value; the gamemaster offers Worf 1 Determination. Worf complies with his value, and the gamemaster says that, as his complication, Worf refuses to help the Romulan, who dies as a result.*

EXAMPLE: *Captain Archer, confronting a Xindi Arboreal, finds himself moved by his value of "The Xindi Must be Stopped." While speaking with the Arboreal scientist, Gralik, the gamemaster offers Archer 1 Determination. Archer decides to challenge his value, as he realizes not all the Xindi are in support of their war against humanity, and he sets aside his anger. He crosses out "The Xindi Must be Stopped," and will rewrite it at the end of the mission. He gains 1 Determination, which he uses immediately with his "Seek out New Life and New Civilizations" value to convince Gralik to help him.*

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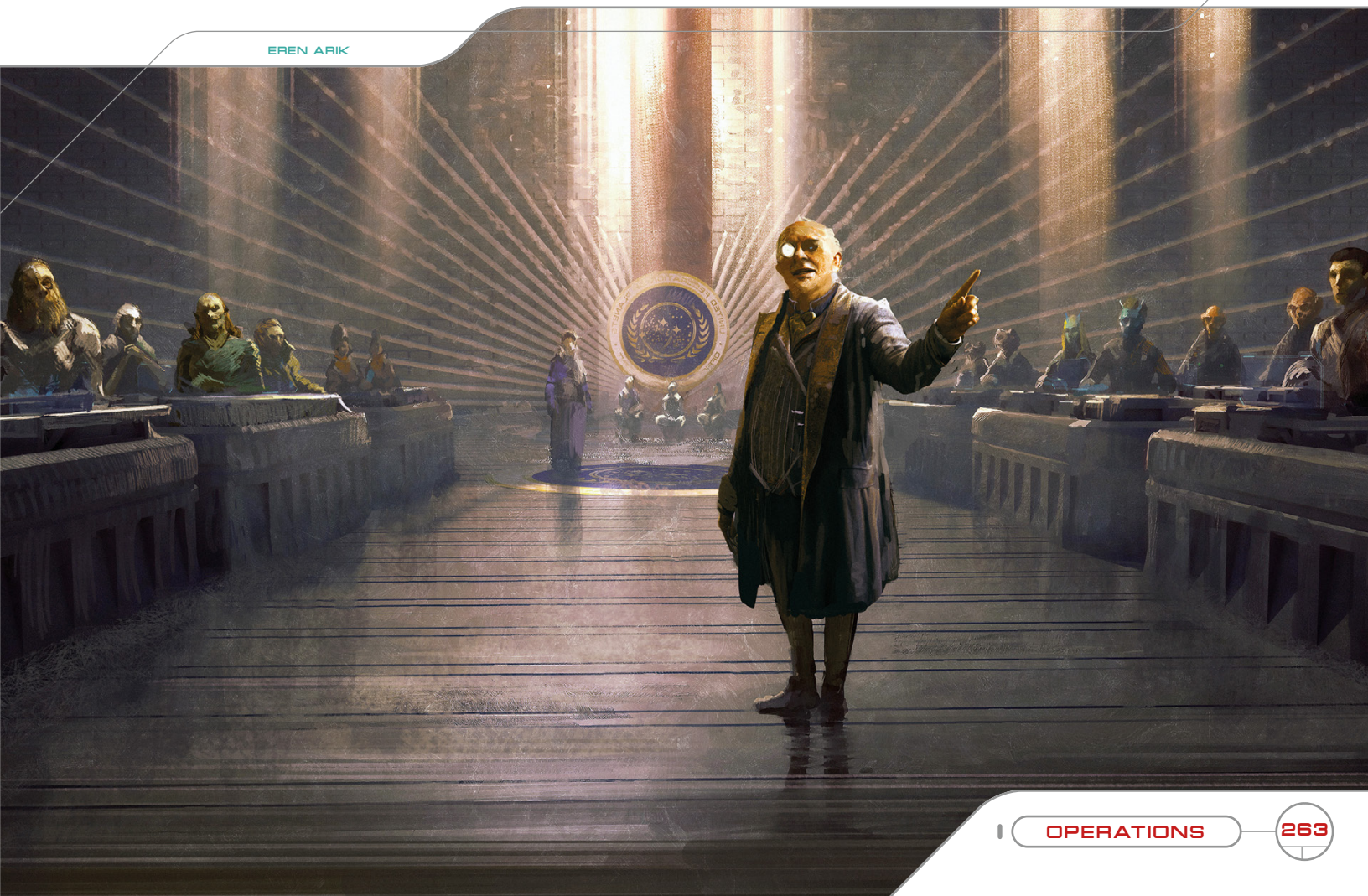


SIMILAR TO HOW PLAYERS GENERATE AND SPEND Momentum, the gamemaster generates their own pool of points to spend, called Threat. The gamemaster spends Threat to alter scenes and empower NPCs much as players use Momentum to empower their characters. Threat is also a means of building tension—the larger the Threat pool, the greater the potential danger or challenge to your characters.

While your characters don't know about Threat, they will have a sense of the stakes of a mission and of the potential risks. Threat is described in full in *Chapter 9: Gamemastering.*

Threat comes from action, much as Momentum does. Player characters and NPCs alike increase Threat during play, and the gamemaster spends that Threat to create consequences and raise the stakes during scenes. Threat serves as a visible "cause and effect" for the game, with actions and consequences linked by the rise and fall of the Threat pool.

The gamemaster begins each adventure with 2 Threat for each player character present, though this can be adjusted based on the tone and underlying tension of a given adventure. If the stakes are high, the gamemaster may choose to begin with more Threat per player character, while a calmer, quieter scenario may reduce the gamemaster's starting Threat.

Whenever the game mechanics say to "add X Threat," it means to add the listed number of points to the gamemaster's Threat pool.

.: THREAT AND PLAYER CHARACTERS

Players add to Threat in a number of different ways, typically representing taking risks or allowing the situation to escalate, including:

- **COMPLICATIONS:** When you suffer a complication, you (or the gamemaster) may choose to ignore that complication, adding 2 Threat per complication ignored.
- **ESCALATION:** At times, the gamemaster (or the rules) may rule that a specific action or decision risks **escalation**, by making the situation more dangerous or unpredictable. If a character performs an action that risks escalation, they immediately add 1 Threat.

▷ WHAT CAN I USE BY GENERATING THREAT?

You can generate Threat in place of spending Momentum on immediate Momentum spends. That means, once you've rolled your dice pool, you can only spend the Momentum you have generated and the Momentum you have in the group pool—you can't generate Threat for the gamemaster to *Obtain Information*, for bonus Stress, or any other Momentum spend that isn't Immediate.

Several of these apply primarily during action scenes, and are described in full in *Chapter 8: Conflict.*

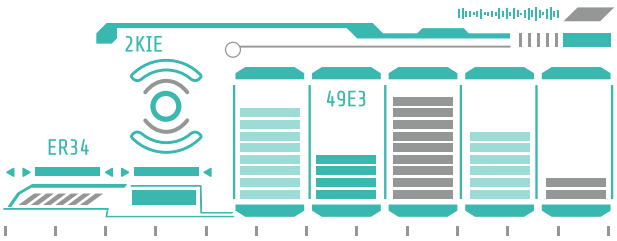
IMMEDIATE MOMENTUM SPENDS

- **BUY d20s:** Add d20s to your dice pool. The first d20 adds 1 Threat, the second generates 2 Threat, and the third generates 3 Threat.
- **KEEP THE INITIATIVE:** Pass the order of play to an ally, rather than an enemy, for 2 Threat.

Using lethal force—making an attack with the intent to kill—is *always* considered escalation. Carrying large and obvious weaponry, such as phaser rifles, *bat'leths*, or similar, can also count as escalation.

- **IMMEDIATE MOMENTUM:** Whenever you wish to use an Immediate Momentum spend, such as buying extra d20s for a task, you can choose to pay some or all of that cost by adding Threat instead. Add 1 Threat to the gamemaster's pool for each point of Momentum you would have otherwise spent.

Player characters typically do not spend Threat: it is spent to challenge the player characters and to make the adventure more exciting.



.: THREAT AND THE GAMEMASTER

The gamemaster may add to Threat in the following ways:

- **NPC MOMENTUM:** NPCS with unspent Momentum cannot save it as player characters can: NPCs don't have a group Momentum pool. Instead, an NPC may spend Momentum to add to Threat, adding 1 Threat for every Momentum they spend.
- **THREATENING CIRCUMSTANCES:** The environment or circumstances of a new scene may be threatening or perilous enough to warrant adding 1 or 2 Threat to the pool automatically. Similarly, some NPCs may generate Threat simply by arriving in the scene, in response to changes in the situation, or by taking certain actions. This also includes activities that escalate the tensions of the scene, such as NPCs raising an alarm.

The gamemaster can spend Threat in several ways, as detailed in the **Threat Spends** table.

EXAMPLE: *Captain Pike, Doctor M'Benga, and Lieutenant Noonien-Singh are on Rigel VII for an away mission. The environment—the entire planet—has an* ***Unusual Radiation*** *trait, which is causing problems with some of their technology, but the full effects aren't known. While hiking through the wilderness, the gamemaster spends 2 Threat to have Lieutenant Noonien-Singh suffer a complication: a* ***Headache****. This is only a mild annoyance for her player, but it doesn't stay that way for long: after a while, the gamemaster spends 2 Threat to turn that* ***Headache*** *into a more severe* ***Headache & Confusion 2*** *potent trait. Over time, the gamemaster does the same to M'Benga and Pike as well. Eventually, the gamemaster spends an additional 2 Threat for each character, leaving them with the trait* ***The Forgetting 3*** *as the culmination of all the neurological problems caused by the radiation.*

.: THREAT SPENDS

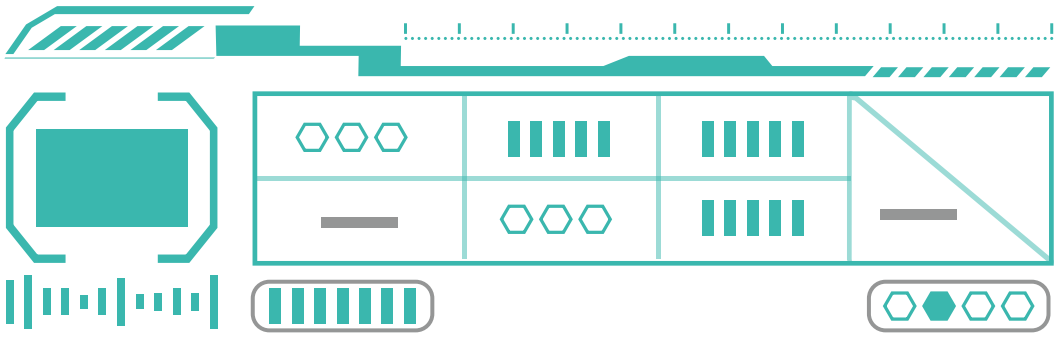
THREAT SPEND	EFFECT
Complication	The gamemaster may create a negative trait by spending 2 Threat. This must come naturally from some part of the current situation.
Environmental Effects and Narrative Changes	The gamemaster may trigger or cause problems with the scene or environment by spending Threat.
NPC Complications	If an NPC suffers a complication, the gamemaster may buy off that complication by spending 2 Threat.
NPC Momentum	The Threat pool serves as a mirror for the players' group Momentum pool. Thus, NPCs may use Threat in all the ways that player characters use group Momentum.
NPC Threat Spends	On any action or choice where a player character would normally add one or more points to Threat, an NPC performing that same action or making that same choice must spend an equivalent number of points of Threat.
Reinforcements	The gamemaster may bring in additional adversarial NPCs during a scene. Minor NPCs cost 1 Threat each, while Notable NPCs cost 2. Adversary starships cost Threat equal to their Scale. Note that this does not apply to NPCs present at the start of the scene, only additional NPCs who arrive while the scene is playing out, and there must be some logical reason why those reinforcements have arrived and where they've come from.

TREKNOBABBLE

IF YOU NEED TO SOUND LIKE A TRAINED STARFLEET ENGINEER AT SOME POINT DURING A SCENE, ROLL A D20 for each column to determine what task needs to be completed and with what tool. If a result doesn't fit your needs, either ignore it or reroll as desired.

.: TREKNOBABBLE GENERATOR

D20	ACTION	DESCRIPTOR	SOURCE	EFFECT	DEVICE
1	(re)initialize	multiphasic	thermal	gravitic	discriminator
2	(re)calibrate	auxiliary	nadion	magnatomic	collector
3	(de)magnetize	duotronic	baryon	flux	dampener
4	reset	tertiary	plasma	annular	intercooler
5	modify	phased	gravimetric	ionic	relay
6	overhaul	secondary	quantum	displacement	coil
7	synchronize	emergency	chroniton	frequency	(re)sequencer
8	(re)configure	composite	verteron	conversion	manifold
9	(de)scramble	isolinear	polaron	inertial	injector
10	(dis)assemble	macroscopic	particle	valence	coupling
11	decontaminate	multivector	interphase	holographic	accelerator
12	amplify	auxiliary	photonic	field	receiver
13	convert	modular	tachyon	distortion	stabilizer
14	(re)focus	thermionic	subspace	harmonic	conduit
15	(de)saturate	primary	neutrino	(a)synchronous	compensator
16	(de/re)couple	master	filament	static	capacitor
17	boost	adjunct	coolant	gradient	dynoscanner
18	nullify	microscopic	fluctuation	phase	array
19	invert	complementary	resonance	wave	subprocessor
20	(de/re)construct	cyclic	tetryon	beam	emitter



MEDICAL-BABBLE

OVER THE COURSE OF THE MANY *STAR TREK* SERIES AND FILMS, THERE HAVE BEEN A VARIETY OF ODD, SOMETIMES UNIQUE, MEDICAL CONDITIONS. These conditions were caused by many different things, both exotic and mundane, and the treatments and cures were likewise diverse. If you find yourself in need of an illness, cause, or form of treatment, roll a d20 four times, once for each column. Feel free to adjust the results as appropriate for your campaign.

.:MEDICAL-BABBLE GENERATOR

D20	ILLNESS/INJURY	CAUSE	PRIMARY TREATMENT	SECONDARY TREATMENT
1	Genetic unspooling	Exposure to trilithium isotope	neural caliper	Mind-meld
2	Body is rapidly shrinking	Possessed by alien intelligence	Klingon nerve gas	Omicron radiation
3	Dermal ossification	Chroniton radiation	delta radiation	Trellium-D derivative
4	Multiple personalities	Transporter accident/ malfunction	neural pathway induction	Delta-wave inducer
5	Accidental clone	Exposure to dikironium	dermal regenerator	Genetic recombination
6	Accelerated aging	Psychoactive plant pollen	pyrithian bat droppings	Tetryon radiation
7	Random organ involuntarily harvested	Dark matter nebula	beta radiation	Lexorin
8	Suddenly grows gills	God-like alien	vascular regeneration therapy	Anabolic protoplaser
9	Radiation burns	Strange energies	decompression chamber	Enzymatic induction
10	Possessed by an alien intelligence	Telepathic contact gone wrong	trianaline	Ultraviolet radiation
11	Hemoglobin begins to break down rapidly	Accidental visit to antimatter universe	neutrino bombardment	Cordrazine
12	Catalepsy	Genetic manipulation	surgical Transplant	Neural stimulator
13	Split into two beings, one good and one evil	Exposure to antitime	transporter pattern buffer	Morphogenic enzyme analysis
14	Rapidly aging in reverse	Subspace anomaly	dermaline	Positron bombardment
15	Coolant poisoning	Exotic microorganism	sigma radiation	Kelotane
16	Body is rapidly enlarging	Exotic stellar radiation	cerebral micro-section	Isotropic restraint
17	Protomorphic genetic expression	Aggressive plant spores	physiostimulator	Hematic microrepair treatment
18	Skeleton transforming into different material	Organ-legging pirates	serotonin	Ethorin pulse
19	Neural pattern breakdown	Exposure to time crystals	hyperonic radiation	Adrenaline
20	Loss of emotional control	Unexpected side effect of alien medication	biogenic compound therapy	Myelin regenerator

.:CHAPTER 7.2

ADVANCED OPERATIONS

"HAVE I EVER MENTIONED YOU PLAY A VERY IRRITATING GAME OF CHESS, MR. SPOCK?"

- CAPTAIN JAMES T. KIRK

RODRIGO GONZALEZ TOLEDO

LT. COMMANDER BURK VEN JAXA

*As with engineering principles in general, once you understand the basics, you can then build upon and expand those basics to take on more advanced tasks and projects. The rules in this game are no different. You learned the essentials in the previous chapter; now you can take that baseline and expand it into attempting more involved **challenges** and **extended tasks**. Your gamemaster will use these mechanics from time to time to structure larger problems for you characters to solve, so it's worth gaining an understanding of how these advanced concepts work.*

THIS CHAPTER DETAILS TWO ADDITIONAL game mechanics the gamemaster can use to structure larger problems or objectives: **challenges** and **extended tasks.** Gamemasters can apply these rules to situations to make them more engaging, but they may not be suitable for every scene.

- A **challenge** groups together several related tasks which must be completed in a particular order, or which affect one another in a specific way.
- An **extended task** is a single activity which takes multiple task rolls to complete, measuring both ongoing progress and a series of breakthroughs; it's ideal for complex problems that need to be overcome when under pressure or in a hazardous situation.

These options offer a chance for your whole group to get involved in resolving shared goals and problems, assisting one another, or all attempting separate tasks while working towards a collective goal.

CHALLENGES

A **CHALLENGE** IS ANY SITUATION requiring multiple tasks to complete. There are different ways to resolve a challenge, depending on its nature and how the gamemaster wants to present the situation. These different options can be combined as the gamemaster sees fit, providing a toolbox for structuring a wide range of different problems for you to overcome.

A challenge consists of two or more different **key tasks**. These tasks are the core activities that must be completed to overcome the challenge. Once all the key tasks have been completed successfully, the challenge is complete.

At the gamemaster's discretion, you can attempt other tasks during a challenge—these won't directly contribute to overcoming the challenge, but they can be used to remove complications, create new traits, generate **Momentum**, or otherwise gain some other useful benefits.

▷ GROUP CHALLENGES

Group challenges are intended to be completed through collective effort, rather than by a single person, often because it takes place over a relatively short space of time and is too much work for one character.

In a group challenge, whenever a character attempts or assists a task, they may not assist in other tasks during the remainder of the challenge, and any other tasks they attempt during the challenge increase in Difficulty by 1. This Difficulty increase is cumulative.

CHALLENGE EXAMPLE

B'ELANNA TORRES NEEDS TO RESTART THE Voyager's *warp core in a hurry. There are three specific activities to be performed—bring the warp core up to the right temperature and pressure, inject matter and antimatter to start the reaction, and adjust the matter/antimatter flow rate to create a sustained reaction—and these tasks must be performed in that specific order.*

KEY TASK 1

PREPARE THE WARP CORE

- Bring the warp core up to an appropriate temperature and pressure, a **Difficulty 2 Control + Engineering** task**.**
- Success allows you to continue to Key Task 2.
- Failure allows you to *Succeed At Cost*: you may continue to Key Task 2, but a negative trait, **Improper Start-Up** is created.

KEY TASK 2

INITIAL FUEL INJECTION

- Inject matter and antimatter into the warp core to start the reaction, a **Daring** or **Control + Engineering** task with **Difficulty 3**. The Difficulty increases by 1 if you have the **Improper Start-Up** trait.
- Success allows you to continue to Key Task 3.
- Failure requires that you attempt this task again.

KEY TASK 3

STABILIZE REACTION

- Adjust the injection rate of both matter and antimatter into the warp core, to create a sustained reaction, a **Control + Engineering** task with Difficulty 2.
- Success means that the challenge is completed and the warp core is restarted successfully.
- Failure requires that you attempt this task again.

.: TIME PRESSURE

Adding a form of timer to a challenge, extended task, or other situation is a classic way to increase tension and make a situation more exciting. When using time pressure, it can be helpful to break down the time involved into practical units. To do this, the gamemaster determines an **interval**: this is a set period of time which fits the actions being taken during the challenge or extended task. Some challenges may deal with tasks that take hours or even days of work, while others may focus on shorter tasks, only lasting 15 minutes or half an hour. The gamemaster should also determine how much time is available to complete the challenge, as a number of intervals, and what happens when that time runs out.

Typically, each task attempted takes two intervals to attempt as standard, whether it succeeds or fails (two intervals means it's easier to alter how long the task takes). You may spend 2 Momentum on a successful task to reduce this by one interval. On a failed task, you may add 2 **Threat** to reduce the time taken by one interval, representing cutting your losses and giving up on the failure early.

The gamemaster may use complications to make attempted tasks take longer, adding one interval per complication; for this reason, tasks under time pressure often *Succeed at Cost* (the task isn't failed, it just took longer than planned). This applies to any tasks attempted during the challenge.

If different parts of the challenge can be attempted in parallel, the gamemaster can also use intervals to determine who is and who isn't busy at any given moment. This works well as a resource and people management problem, especially if the gamemaster varies the number of intervals individual tasks take to complete.

VARIED INTERVALS

As standard, a task takes two intervals to attempt, before adjustments for Momentum spent, Threat paid, and complications suffered. However, this does not have to be the case: the gamemaster may decide that an especially complex activity may take more than two intervals to attempt.

In this case, a successful task allows the character to spend 2 Momentum per interval reduced, down to a minimum of 1, and characters cutting their losses on a failed task may reduce the time taken by 1 interval for every 2 Threat they add, down to a minimum of 1.

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VARIABLE TIME LIMIT

Sometimes, a time limit represents something that will happen at a specific time, unless the characters can successfully avoid it, such as attempting to defuse a bomb before it detonates.

However, other time limits may represent something that can be delayed or avoided: perhaps the arrival of a guard, messenger, or other troublesome person. In these situations, characters may attempt tasks in order to increase the time limit.

A successful task adds one interval to the remaining time, plus an additional interval for every 2 Momentum spent. Complications may reduce this by 1 interval each, and a failure with a complication, at the gamemaster's discretion, may mean that the remaining time is actually *reduced*, as the delaying tactics have the opposite effect.

EXAMPLE: *Motak, son of Klaar, is trying to defuse a bomb planted aboard a Klingon space station by cowardly Romulan infiltrators. There are three key tasks involved in defusing this bomb—opening the casing, isolating the warhead, and disabling the detonator—but just as important, the bomb is on a timer and will explode in a few minutes. The gamemaster decides that this is a timed challenge, as the bomb will detonate in 6 minutes, and sets an interval of a minute, with each task taking 2 intervals (two minutes).*

Motak's first task, to remove the casing, is successful, and he scores enough Momentum to reduce the time taken down to 1 interval, so he has 5 minutes remaining. For his next task, Motak fails, and suffers a complication. The gamemaster allows Success at Cost*: the warhead is isolated, but it took longer than expected, using up* ***four*** *of the remaining intervals (two initially, +1 for each complication). With only one interval remaining—only one minute left—Motak needs to finish this quickly, or be inside the blast radius as the bomb detonates...*

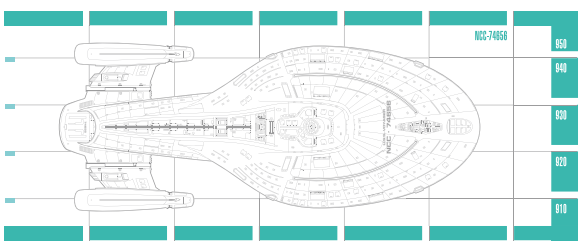
EXTENDED TASKS

EXTENDED TASKS CAN BE USED TO REPRESENT LARGER or more complex problems which the player characters must face while under some other pressure or facing some kind of peril. Extended tasks represent the kinds of activity that, if there were no pressure or peril, would be an ordinary task, and may not even require a roll, but they're just difficult enough that completing them in a hurry, or during a dangerous situation (or both) requires tasks.

Extended tasks have a **progress track**, which are measures of how much effort they will take to overcome. To complete an extended task, player characters attempt individual tasks; each successful task allows you to mark off one or more spaces in the progress track.

Guidance on how the gamemaster can create and use extended tasks is in **GAMEMASTERING** on page 329. Extended tasks include the following elements:

- **PROGRESS TRACK:** Each extended task has a **progress track**, which shows how much effort is involved. The extended task is completed when the progress track is full.
- **IMPACT:** When you succeed at a task, mark off spaces on the progress track equal to your **Impact**. Your Impact is typically equal to the department you used for the task—that is, if you used Engineering for the task, your Impact is equal to your Engineering rating. This may be modified further, by the extended task's resistance, talents, and other circumstances.
- **DIFFICULTY:** An extended task will state a specific **Difficulty**. This is the Difficulty of any tasks attempted against that extended task. Other factors, such as traits present in the scene, can affect this Difficulty.
- **RESISTANCE:** Some extended tasks are particularly arduous to overcome, and making any progress is slow. Your Impact is reduced by an amount equal to the extended task's **Resistance**.



.: ATTEMPTING AN EXTENDED TASK

Whenever you work towards an extended task, you attempt a task. If you succeed at this task (or are allowed to *Succeed At Cost*), follow additional steps to see how you progress.

1. **MAKE A TASK ROLL:** Resolve a task, as normal (described on page 257), against the extended task's Difficulty.
2. **DETERMINE IMPACT:** Your Impact is equal to the department used in your task roll, which may be modified further by talents or other factors. If your task roll was assisted by the ship, then you may use the ship's department instead.
    - **RESISTANCE:** If the extended task has any Resistance, reduce your Impact by 1 for each point of Resistance, to a minimum of 1.
3. **APPLY IMPACT:** Mark spaces on the progress track equal to your Impact. If the progress track is filled by this, then the extended task is completed.

Momentum generated on tasks can be used in all the normal ways, but there is a Momentum spend specific to extended tasks:

- **ADDITIONAL PROGRESS (Repeatable):** During an extended task, add 1 to your Impact for 2 Momentum.

Similarly, a complication on an extended task may reduce your Impact by 1 for each complication suffered.

▷ EXTENDED CONSEQUENCES

Just as an **extended task** represents a problem that needs to be overcome, the gamemaster can use a modified form of the rules to represent a growing problem that needs to be avoided.

An **extended consequence** is structured similarly to an extended task, but "in reverse"—failed actions and complications cause setbacks instead of breakthroughs. These are described fully in **GAMEMASTERING** on page 331.

.:BREAKTHROUGHS

Normally, an extended task doesn't change when you mark off spaces on the progress track. At the gamemaster's discretion, however, a progress track can include **breakthroughs**. These are points along the progress track which alter the nature of the extended task.

An extended task has two breakthrough spaces. The first will be halfway along the track (on the 6th space if the progress track is 12 spaces long, for example), and if the track is an odd number of spaces, round up (so a progress track of 9 has the first breakthrough on the fifth space). The second breakthrough is three-quarters of the way along the track: take the spaces left *after* the first breakthrough, and the breakthrough will be halfway along that remaining section (again, rounding up as needed).

When you mark off a breakthrough space, the situation changes in some way. The gamemaster determines if this change is good for you, bad for you, or merely different. See page 330 for examples of breakthrough effects.

EXAMPLE EXTENDED TASK PROGRESS TRACK WITH BREAKTHROUGHS

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> ***EXAMPLE:*** *Lieutenant Ortegas is piloting the* Enterprise *through a spatial anomaly. The gamemaster decides that this is an extended task with a progress track of 12, Difficulty 3, and Resistance 2. The gamemaster knows the situation will change as Ortegas makes progress and the extended task is given breakthroughs. The first breakthrough is halfway along the track, reached after filling 6 spaces, and at this point the Difficulty increases by 1, as the anomaly becomes more difficult to navigate. The second is three-quarters of the way along the track, reached after filling 9 spaces. Upon reaching this point, the Resistance is reduced to 1, as the path to leaving becomes clear.*

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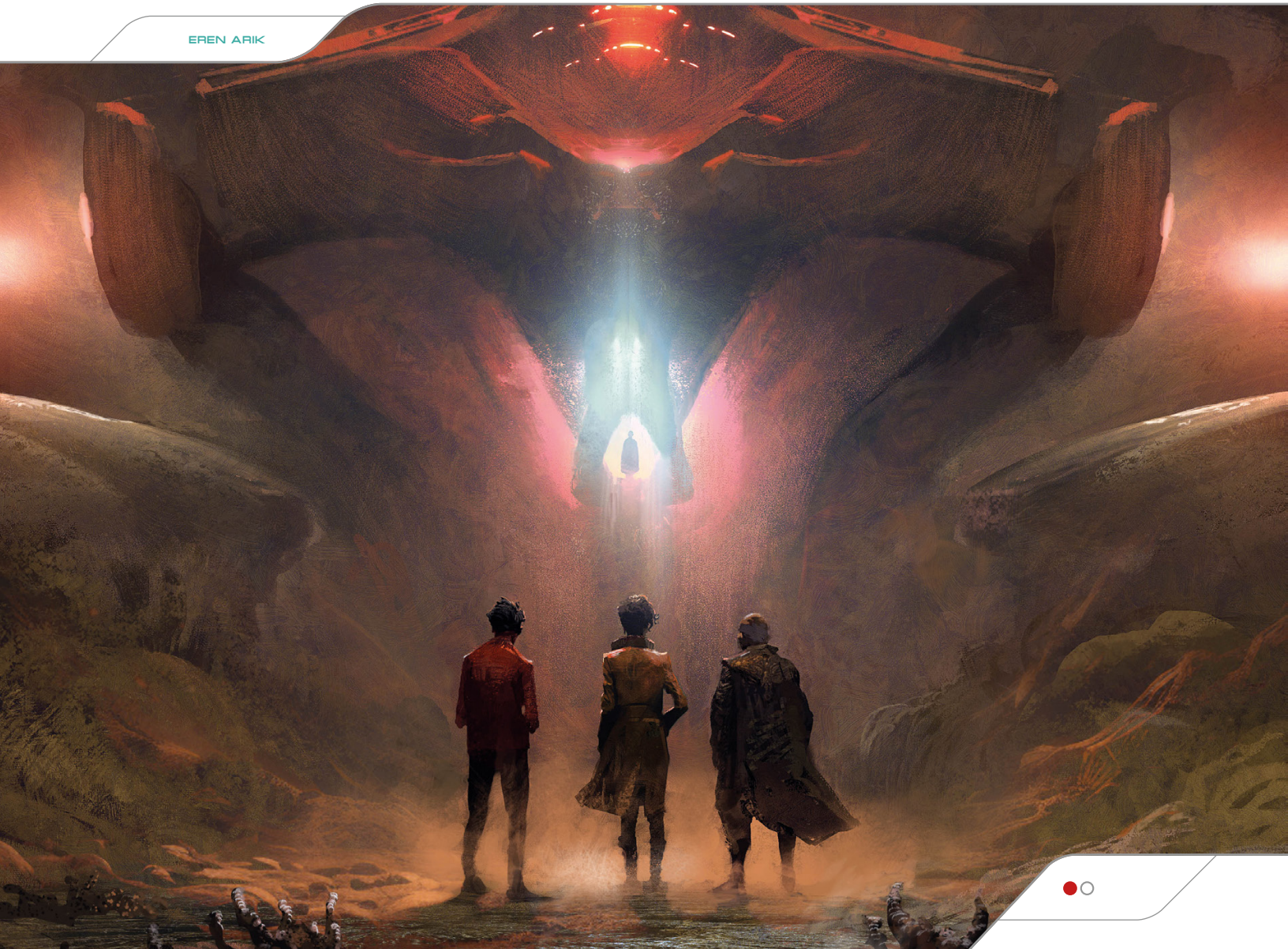

EXTENDED TASK EXAMPLES

EXTENDED TASK EXAMPLE 1
IMMINENT DANGER

The Enterprise NX-01 *is attacked by a cloaked mine from an unknown aggressor, which has attached itself to the ship's hull. Lieutenant Reed heads outside the ship in an EV suit to defuse the bomb.*

Because of the complexity of the device, and the danger of the situation, the gamemaster determines that this is an extended task, with a progress track of 16, a Resistance of 1, and a base Difficulty of 3. The mine has various self-defense mechanisms, so any failed task will result in a dangerous reaction from the mine. Reed has Control 10, Security 4, and focuses in both Explosives and Extra-Vehicular Activity, so his Impact is 4.

Reed attempts his first task, using his ***Control 10 + Security 4****, and his focus of Explosives, and buys two extra d20s with some saved Momentum. Rolling 4, 7, 12, and 13, he scores five successes, completing the first task and scoring 2 Momentum. Reed reduces his Impact to 3 due to the Resistance of 1 but spends 2 Momentum to increase it back up to 1, so four spaces are marked on the extended task's track.*

Before Reed can continue, however, Ensign Mayweather attempts to move the ship to safety, but suffers a complication which disturbs the mine, making things more difficult for Reed.

Reed makes another task, now against Difficulty 4, but this time he fails. A spike shoots from the mine into the hull, impaling Reed's leg in the process, leaving him injured and unable to continue. As Reed can no longer reach the mine to defuse it, Captain Archer must venture out to both defuse the mine and save Lieutenant Reed.

EXTENDED TASK EXAMPLE 2
LONG-TERM PROJECT

Aboard the U.S.S. Enterprise, *Doctor M'Benga is secretly working to try to cure his daughter's cygnokemia, a rare and terminal disease. This will take a considerable amount of time, and even with Rukiya suspended in a transporter buffer to limit the disease's progression, M'Benga may not be able to find a treatment in time.*

This is an extended task, but worked on as a long-term project over several missions. Once per mission, M'Benga can attempt a task towards this goal. The gamemaster says that this has a progress track of 20, 3 Resistance, and a base Difficulty 3: this is a serious problem to overcome, and making progress is difficult. Further, the gamemaster has an extended consequence (essentially a negative extended task, representing a problem worsening) for Rukiya's condition, and each time she's brought out of the transporter buffer, there's a secret chance that a few spaces are marked off on that track.

During most missons, M'Benga's work on this is an incidental activity, something done between game sessions or "off-camera" as something he's working on in spare moments among the other action. However, after a mission to Majalis, M'Benga has obtained some additional research and assistance in his project. M'Benga attempts his task, and the gamemaster provides a bonus because of the help M'Benga received, increasing M'Benga's Impact and allowing him to mark off a greater number of spaces on the progress track.

VENTRAL WARP NACELLES P/S
DAMAGE REPORT

ODYSSEY

CHAPTER 8
CONFLICT

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.:CHAPTER 8.1

PREPARE FOR BATTLE

"WE'RE NOT HERE TO MAKE ENEMIES. BUT JUST BECAUSE WE'RE NOT LOOKING FOR A FIGHT, DOESN'T MEAN WE'LL RUN AWAY FROM ONE."

- CAPTAIN JONATHAN ARCHER

RODRIGO GONZALEZ TOLEDO

COMMANDER XANTHUS TH'RAVIQ

Quiet your minds and listen with intent. I am Commander Xanthus th'Raviq, first officer of the U.S.S. Challenger and your guide through this chapter on conflict in its many forms. Before discussing each type, an overview of how conflict is structured follows. Read on and remain vigilant.

WHILE THE CULTURES COMPRISING the Federation have moved beyond the divisive and destructive wars of their pasts, other spacefaring civilizations in the known Galaxy have not. Strife and conflict remain present threats to peaceful exploration and discovery. Wherever two intelligent beings exist together, there will be differences of opinion, and while a peaceful resolution is preferred, one is not always possible.

This chapter deals with various types of conflict characters may face during a game session: **social conflict**, **personal conflict**, and **starship conflict**.

- **SOCIAL CONFLICT:** Deals with resolving disputes through personal interaction. This can take a wide variety of forms, ranging from simple deceptions to achieve short-term goals to protracted negotiations over the fate of worlds. Social conflict is detailed in page 279.
- **PERSONAL CONFLICT**: Deals with the use of violence to achieve an objective. Characters may engage in combat willingly, or they may be forced to defend themselves. Starfleet officers are taught there are alternatives to fighting, and finding ways to prevent or end combats are just as important as having the means to defend themselves and others. Personal conflict is detailed in on page 284.
- **STARSHIP CONFLICT:** Deals with the use of starships and their powerful armaments and defenses, either to protect an interest or oppose an adversary. Starfleet nominally operates in a defense-first perspective, firing only when fired upon or when there is no other recourse. Other spacefaring civilizations operate with a similar philosophy, though not all do. Some, like the Klingons, find honor and glory in direct combat, while others prefer to use their mighty spacecraft to exert their influence or display their strength. Starship conflict is detailed on page 294.

CONFLICT STRUCTURE

THE SEQUENCE OF EVENTS IN ANY TYPE OF CONflict is split into **rounds** and **turns**. In a round, each character takes a single turn, during which each character can attempt a single **major action** and several **minor actions**. The round ends when all characters present in the scene have taken a turn, if they can.

At the start of any conflict, **the gamemaster chooses a character to take the first turn**. The choice is based on the following:

- **PLAYER CHARACTERS:** By default, the gamemaster chooses a single player character to take the first turn. This may be an obvious choice, based on events that built up to the start of the conflict. If there is any uncertainty, the gamemaster selects the player character with the highest Daring.
- **NON-PLAYER CHARACTERS (NPCs):** If the NPCs have an obvious reason to take the first turn, (e.g., they have ambushed the player characters) the gamemaster can select an NPC to take the first turn.
- **THREAT SPEND:** If there is doubt as to who should act first, the gamemaster can spend 1 Threat to allow an NPC to take the first turn.

.: TURN ORDER

Once you have completed your turn—attempted a single major action and any minor actions—the action passes to the opposing side (typically the gamemaster), who chooses a single NPC to act next. Once that NPC has taken their turn, play goes back to the players, who decide which of the player characters left to act takes the next turn.

.: STRESS

Every main character, and some supporting characters, have a limited ability to withstand stress, resist negative consequences, and avoid injuries during tense or dangerous situations.

A character can withstand a maximum amount of **Stress** equal to their Fitness attribute; your choice of species, talents, and other factors may affect this maximum. Each time your character faces a negative consequence, you may choose to suffer Stress instead.

▷ KEEPING THE INITIATIVE

At the end of your turn, you can spend 2 **Momentum** (Immediate) to *Keep the Initiative*, handing the action to another player character instead. A character who takes a turn due to keeping the initiative must hand the next turn over to the opposition. In any case, **no character may take more than one turn per round in a conflict**.

> ***EXAMPLE:*** *Three Starfleet player characters are ambushed by a pair of Jem'Hadar soldiers. The Jem'Hadar are concealed by their Shrouding ability, so the gamemaster determines they go first. The gamemaster chooses the Jem'Hadar leader to take the first turn, killing one of the Starfleet officers in the process. After this, the action passes to the Starfleet officers. One acts, and generates 2 Momentum from her task, choosing to Keep the Initiative and pass to another Starfleet officer, who acts, and then passes to the Jem'Hadar again. As all the (surviving) Starfleet characters have acted and there is one Jem'Hadar remaining, that Jem'Hadar acts and finishes the round. The next round begins with one of the Starfleet officers.*

When you suffer Stress, the **severity** of the consequence—usually a number between 1 and 5—tells you how much Stress you must endure: mark that amount of Stress on your Stress Track, like so:

STRESS TRACK EXAMPLE

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If you can't endure that amount of Stress without going over your maximum, suffer whatever Stress you can (filling your Stress Track) *and* suffer a complication, representing some additional problem faced during the conflict.

There may be other circumstances which cause you to suffer Stress. Exposure to extreme environments—intense heat or cold, or thin atmospheres—as well as physical fatigue, starvation, dehydration, sleep deprivation, poison, radiation, diseases, or substance withdrawal can all inflict Stress, at the gamemaster's discretion.

FATIGUE

When you have suffered your maximum Stress, you are **Fatigued**. You can continue to act, but your body and mind are struggling and you are far from your best.

When you are Fatigued, you cannot suffer more Stress, and you suffer +1 Difficulty on all task rolls. Further, select one of your attributes: while Fatigued, you automatically fail any task using that attribute. That attribute is **shut down**.

RECOVERING STRESS

Starfleet officers and other characters lead intense, challenging, and often stressful lives. However, managing the stresses of such a life, and having ample time and opportunity to rest and recuperate, is a necessary part of an effective and happy crew.

A character can recover Stress in several ways. Each time you recover 1 Stress, clear one marked space on your Stress Track. If you're Fatigued, you can only recover from Stress by resting, or if an ally helps you. Ways to recover from Stress include:

- **MOMENTUM:** After a successful task, you may spend 2 Momentum to remove 1 Stress (Repeatable) from yourself or one ally who can hear you. A character cannot remove more than 3 Stress in this way on any single task.
- **REST:** You can recover from Stress outside of conflict by spending time resting and relaxing:
  - A **breather** takes a few minutes, during which you stop all strenuous activity, and perhaps grab a quick bite to eat or something to drink. **Recover 4 Stress.**
  - A **break** takes at least half an hour and up to a couple of hours. This may involve a modest meal, or taking some personal time for recreation, such as playing a game, reading, or engaging in creative pursuits. **Recover 8 Stress.**
  - **Sleep** or a similar extended period of rest takes several hours, typically somewhere comfortable and quiet, and is normally accompanied by a meal and/or something to drink before or after sleep. Some characters, depending on species, may sleep less, but supplement this time with meditation or other form of waking rest. **Recover all your Stress, up to your normal maximum.**

▷ NPCS AND STRESS

The rules for Stress apply to player characters. Supporting characters and NPCs are treated differently.

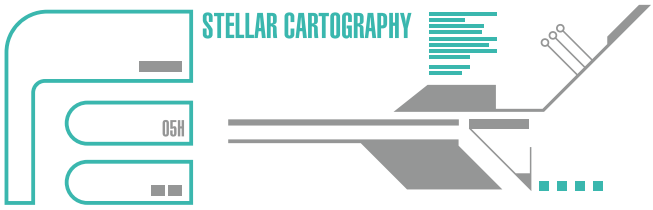
A **supporting character** does not have Stress under normal circumstances. A supporting character who has one value has maximum Stress equal to half their Fitness (rounded up). A supporting character with two or more values has maximum Stress calculated as if they were a main player character.

NPCs do not have Stress. **Notable** and **Major NPCs** may spend Threat to avoid negative consequences. They cannot be **Fatigued** and cannot reach maximum Stress. The cost to avoid Stress is the same for NPCs as for player characters, but paid using Threat.

- A Notable NPC may spend Threat to avoid a consequence or injury *once* per scene.
- A Major NPC may spend Threat to avoid consequences or injuries as often as they wish (and have Threat to spend).

The gamemaster may adjust the amount of Stress recovered by resting depending on the conditions and quality of rest. Poor conditions are usually a reason to do so—needing to rest in the wilderness, with limited rations and poor shelter may cut down the amount to half its normal value. Increasing the amount of Stress recovered often comes from improved quality conditions, such as exceptional food and drink or quality time spent with friends and loved ones.

At the gamemaster's discretion, Stress can be recovered in other ways, but there should always be a cost. Rest takes time, which could be spent doing something else. Attempting to find alternatives to rest, such as by using chemical stimulants, may have side effects or other consequences.



.:CHAPTER 8.2

SOCIAL CONFLICT

"DON'T YOU KNOW WHO I AM? I'M YOUR NEMESIS, I'M YOUR NIGHTMARE. I'M THE BUTCHER OF GALLITEP!"

- AAMIN MARRITZA

IN STARFLEET, AN OFFICER'S ABILITY to deal with people is an important part of their successes and their failures. Officers of all kinds, but those aspiring to command especially, need to be able to read and deal with people both individually and collectively. This isn't limited only to their subordinates and their superiors, but also to strangers—a Starfleet officer represents all of Starfleet, and so some basic understanding of diplomacy is a necessity.

Social conflict is the collective term for tasks and challenges resolved through deception, diplomacy, bargaining, intimidation, and a range of other social skills. Not all personal interactions are social conflict, but all social conflict is driven by interactions, especially those where each side has different goals or may not wish to yield to the desires of another.

At the heart of social conflict is a desire or goal, which takes the form of a request: one side wants something, and the other side is either able to grant that request, or they are standing in the way of that goal. It comes down to one character asking another a question.

There are a few different responses to that question, and the character being asked may respond in one of two ways:

- **YIELD:** The character receiving the request agrees to it, and grants that request as far as they are able. A character won't inconvenience themselves to do this, nor will they do more than is reasonably necessary to help. This is automatic and requires no task.
- **RESIST:** The character receiving the request refuses to grant it. Regardless, the character denies the request outright, but they may face consequences for resisting.

Regardless of any other consequences, if a character resists a request in a social conflict, then that request cannot be made again without being changed, or without some other change of context.

As persuasion is driven by context, what is impossible in one situation may be feasible in another. It may be useful to break up a goal into smaller, more reasonable requests, each resolved separately, pursuing a greater objective piece by piece.

This is also where **social tools** come in. Social tools allow a character to alter the context or circumstances of persuasion, normally in the form of applying traits or other factors, and they can be used individually or collectively to shape a social conflict.

During a social conflict, each side may have different goals, meaning that each side engages in their own actions to further those goals. Even in something as seemingly one-directional as an interrogation, the interrogator will be trying to get information, while the interrogated party may have a goal of their own, such as trying to prove their own innocence.

COMMANDER XANTHUS TH'RAVIQ

More battles are won and lost through words than by physical prowess or proper positioning. The ability to talk yourself or someone else into or out of conflict is every bit as important as knowing when to parry or when to launch a counteroffensive. Outmaneuver your opponent across the negotiation table and you'll save lives out there. Read on to learn more about social conflict, perhaps the most frequent form of conflict you'll face.

RODRIGO GONZALEZ TOLEDO

.:RESISTING PERSUASION

If a character resists when faced with a request, this becomes an **opposed task**. The asking character first rolls an appropriate combination of **attribute + department** to set the Difficulty. The Difficulty can be altered by factors such as traits like deception, evidence, intimidation, or negotiation.

The resisting character rolls in response, using whichever combination of **attribute + department** makes the most sense given the circumstances.

- **If the asking character wins**, the resisting character may either give in to the asking character's request, or they may resist by suffering Stress. The severity of this (the amount of Stress it costs) is equal to the number of successes scored by the asking character. The asking character may increase this severity by 1 by spending 2 **Momentum** (Repeatable).
- **If the resisting character wins**, the request is not granted, and there is no further effect.

▷ RULES AND ROLEPLAYING

Social conflict is meant to be a mixture of roleplayed discussion and game mechanics—you describe or act out your character's parts of the conversation, and the gamemaster replies as an NPC and uses that exchange to adjudicate the rules (the Difficulty of tasks, what attributes and departments are appropriate, what social tools are in play).

Specific combinations of attribute and department don't exist for any of the options in this section, and that's deliberate. These things should be determined by you and the gamemaster depending entirely on the scene and its circumstances, and your roleplay.

Creative gamemasters may use the rules for **challenges** (page 332), or **extended tasks** (page 329), to expand the scope of a social conflict. A challenge made up of several *Persuasion* tasks can easily represent different stages of a negotiation or a trial, culminating in a larger outcome, while using extended tasks for part of a social conflict could be valuable when trying to defuse a crisis or other high-stakes situation, where time is of the essence, or the wrong word could spell disaster. And, as noted later in this chapter, there's nothing to prevent you making use of social conflict rules in the middle of combat.

In addition, a player character and NPC can go back and forth implementing social tools against each other until one side successfully 'defeats' their opponent.

> ***EXAMPLE**: After being captured, Captain Jean-Luc Picard is interrogated by Gul Madred. Over the course of Picard's imprisonment, Madred uses deception and intimidation to break down Picard's willpower, finally managing to fill the captain's Stress track and convincing him that he sees five lights instead of the actual four.*

.:SOCIAL TOOLS

Social tools are the methods by which you can alter the context and circumstances of a social conflict, moving things in your favor. Each social tool is an action, and they can be used individually or collectively to shape a social conflict.

DECEPTION

Falsehoods and deceit can be valuable tools, and honorable if the ends are honorable too—but lies are dangerous. Deception can be used by itself to make a request seem more reasonable or palatable, or it can be used in conjunction with other tools to create a more significant impact. However, effective deception requires skill, cunning, and an understanding of who is being lied to.

Deception is always an opposed task. The character creating the deception first rolls to set the Difficulty. They gather a dice pool, rolling against their own target number as if they were making a task roll. However, they are not rolling against any specific Difficulty; just count how many successes they score. The person attempting to see through the deception gathers their dice pool and rolls against their target number. If they score more successes, they are not deceived

Successfully deceiving someone convinces them of something that is not true, **creates a trait** that represents the lie they now believe, and will shape their future actions accordingly.

Deception can be used to establish lies in preparation for future *Persuasion* tasks. Empty threats can intimidate a foe with a peril they believe is real, and history is full of scams, cons, and tricks where people bargained with things they didn't own. The problem with *Deception* is that it's all a lie. If the target discovers they were deceived, they will hesitate to trust your character in future, and may even seek retribution—in effect, you lose the trait you created and suffer a complication in its

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place. Further, any complications suffered while establishing a lie may reveal flaws in your deception, making the target suspicious.

Successful *Deception* also adds 1 Difficulty per successful lie to the severity after a *Persuade* opposed task is rolled. However, it also increases the deceiver's complication range by 1 for each lie as well, as lies can become entangled and complicated.

> ***EXAMPLE**: Freshly recovered from the rapid aging he had been suffering from, Kirk retakes command of the* Enterprise *as Romulans move to attack. Outnumbered and outgunned, the* Enterprise *can't fight its way from the situation, even with Kirk back in command. Kirk, remembering that one of their encrypted channels has recently been broken by the Romulans, orders a message to be broadcast, announcing the vessel will use its "Corbomite Device" to self-destruct. The lie is somewhat implausible, but the Romulans don't know Starfleet knows the encrypted channel has been broken, so they have little reason to suspect it's a lie. Kirk uses **Presence + Command** and rolls 3 successes. The gamemaster rolls for the Romulans using **Insight + Command**, who must now roll 3 successes to see past the ruse. They roll only 2 successes and fail. Kirk creates a complication for the Romulans: "Believe the Corbomite device ruse." The Romulans, believing the threat of the fictional device, choose to withdraw.*

EVIDENCE

The counterpoint to deception is *Evidence*—offering something that provides certainty and proof of your claims. In many cases, providing evidence may be a straightforward affair, automatically successful, but convincing someone the evidence is legitimate may be difficult, particularly if that person expects deception, which may set a Difficulty for a task. Each **piece of evidence** is a trait, either allowing you to attempt a *Persuasion* task or decreasing the Difficulty by 1.

Evidence can be used in conjunction with any of the other social tools, and their use is often the driving force of those tools. Providing proof of your ability to carry out a threat can be vital when intimidating someone, giving evidence of your ability to pay during negotiations can

▷ DECEPTION AGAINST PLAYER CHARACTERS

Player characters may not be receptive to NPCs lying to them. This can make the deception part of social conflict tricky to use against player characters, particularly as picking up the dice and attempting a task can signal an adversary is lying, regardless of the result.

In these situations, there are two possible approaches:

- **Play the rules straight**, with the players knowing things their characters cannot always detect. It may be worth occasionally invoking values negatively, essentially offering Determination to players to convince them to play along with an NPC's lie.
- **Keep NPC lies secret during play**, and let the player decide if they think an NPC is lying to them rather than rolling. If they suspect deceit, let them attempt a task to see if their character notices anything. If the players ask to roll too frequently—like asking for a task with everything said by every NPC—then treat suspicion as **escalation**, so each time they attempt a task to find if an NPC is lying, it adds 1 Threat, as NPCs notice and are insulted by the unfair scrutiny.

smooth things along, and even deception can benefit from the right forged documentation if it helps make the lie more believable.

Each relevant **piece of evidence** the target is willing to accept also adds 1 to the severity after a *Persuade* opposed task.

> ***EXAMPLE:*** *Confronted by the unenviable situation of being worshipped as a god by the Mintakan people, Picard chooses to bring one of their number, Nuria, aboard to try to disprove their belief. Nuria rolls a* ***Reason + Command*** *task and scores 3 successes. In addition, she has the traits:* ***Pre-warp Species*** *and* ***Never Seen Anything Like This****, which adds 2 to the severity of this task. Picard must roll 5 successes to convince her that he is not a god.*
>
> *Little by little, Picard reveals facts about his people, trying to establish the idea that they are mortal, and just more technologically advanced, without giving too much information and making the situation worse. This is evidence. Using* ***Reason + Command****, Picard rolls a Persuasion task but only rolls 3 successes. Even with the first piece of evidence, he does not roll 5 successes, so he fails to convince Nuria.*
>
> *The gamemaster declares Picard will need something bigger to reduce the Difficulty further. Picard shows Nuria sickbay, and the death of one of his own people, to prove he doesn't have control over life and death. This new evidence, and Picard's final Persuasion task, which rolls 3 successes, are enough to convince her. Now they must convince the rest of her people...*

INTIMIDATION

A direct and crude method of coercion is to inspire fear, doubt, and uncertainty in your opponent. Intimidation uses threats to compel someone into action by convincing others that their non-compliance will be met with force.

Intimidating someone is an opposed task, with the Difficulty of each task based on the relative perceived strengths of each side—it is easier to intimidate, and to resist intimidation, from a position of strength. Intimidating someone requires they believe there is a real threat.

Successfully intimidating someone imposes a trait upon them, representing their fear of whatever the threat was. Failing to intimidate someone makes further attempts to intimidate them in that scene more difficult, often requiring even greater threats to compensate.

The drawback of *Intimidation* is it is inherently hostile, which can cause problems of its own. Employing *Intimidation* creates an antagonistic tension between the two sides—represented by traits—which can worsen other forms of interactions, cause lingering resentment, or even provoke a target to aggression.

> ***EXAMPLE:*** *Gul Madred has Jean-Luc Picard captive, and wants to learn the Federation's plans. Picard has no intention of giving up these plans, so Madred's initial Persuasion task is impossible—simply asking for the plans won't work. Instead, Madred sets about using a range of interrogation techniques to try to break Picard's spirit—a form of Intimidation, to try to make his Persuasion task possible. Intimidating Picard is difficult—Picard is resolute, loyal to the*

*Federation, and strong-minded. Madred gathers up his dice pool and rolls **Control + Security**, with his Interrogation focus—he's in a good position to make threats and has all the advantages. Madred rolls 4 successes. Picard gathers up his dice, and uses one of his values to spend Determination, rolling **Control + Command**, with his Composure focus to stand firm; because complying with Madred would force Picard to break his oaths, the Difficulty is 4, as established by Madred's initial roll. Picard scores 4 successes thanks to utilizing his value. He manages to fend off the first attempt, but Madred will keep trying until he gets what he wants. The gamemaster decides Madred will get one attempt per day to break Picard down.*

NEGOTIATION

Negotiation is a fine art, requiring a keen mind and strong willpower. *Negotiation* involves compensation in exchange for granting a request, and this compensation can take many forms, with different people and different circumstances susceptible to different offers. The Ferengi and many other cultures trade in gold-pressed latinum and other precious goods, continually adjusting their offers until they reach the best deal for themselves. Diplomats mediate disputes, arranging the terms of trade agreements and territorial disputes by securing concessions from each side until everyone is happy (or at least willing to comply).

When you negotiate with someone you create a trait that represents what you're willing to offer, and a complication that represents the cost of that offer. Each new offer is considered a new change of circumstances for the *Persuasion* task. *Negotiation* doesn't require a task by itself—it is more a process of trial and error.

Negotiations may involve a lot of position shifting from both sides, as they make and retract offers, or discover the other party doesn't have what they want. In some situations, numerous sessions of negotiation may be needed to obtain what one party wants from someone else to progress.

The drawback to *Negotiation* is the cost of success. You may find yourself offering more than you wanted to give up, or you may find that what you obtained was worth less than the price you paid for it. Failing to provide what was offered can also produce serious problems, which can be significant if the negotiations were based on a lie.

In some ways, *Negotiation* is the antithesis of *Intimidation*—achieving a goal through offering something productive, rather than threatening something destructive. Few beings will be amenable to trade and negotiate with those they've been threatened by, and such trades may have a steeper cost because of previous hostilities.

***EXAMPLE:** Confronted by thousands of light-years of Borg space, and lacking any other route through or around it, Captain Janeway chooses to capitalize on the Borg conflict with Species 8472. While the Borg regard diplomacy and negotiation as irrelevant, the unique situation gives the crew of* Voyager *an opportunity: they can innovate and devise a means of defeating Species 8472 where the Borg cannot. Ensuring the data on this innovation is safe from assimilation, Janeway proposes a trade to the Borg: in exchange for safe passage across Borg space, she will provide the Borg with the technology to win their conflict—this creates an advantage of "Something the Borg Need" towards this interaction, and a complication of "Working with The Collective" going forwards that represents the consequences of this deal. Where previously the Persuasion task would have been impossible, now there is a possibility. The gamemaster determines the Difficulty of the task is now 5, allowing Janeway to attempt the Persuasion task. If this fails, Janeway can alter or adjust the deal she's offering to make a new attempt, possibly at a lower Difficulty.*

▷ SOCIAL CONFLICT IN COMBAT

Social conflict and combat are not mutually exclusive modes of conflict. As long as characters can communicate, they can engage in social conflict. While social conflict in combat—such as convincing the other side to surrender—is unlikely to have much subtlety or nuance, it can be helpful to convince opponents to put down their blades and begin talking again.

In these instances, it's worth remembering that communication doesn't have to mean speech, text, or any other form of complex communication. Actions can convey ideas as effectively as words, so long as the ideas aren't particularly complex. A disruptor fired as a warning shot can be a threat, while conveying a false appearance—hidden troops, sensor decoys, or a feigned retreat—can be an effective deception. Using these non-verbal cues, as well as more precise forms of communication, can be an effective way of ending a fight with less violence.

.:CHAPTER 8.3

PERSONAL CONFLICT

"LOOKS LIKE WE'LL HAVE TO REPEL THEM THE OLD-FASHIONED WAY. SETTING MY FISTS TO STUN AND MY KICKS TO KILL!"

- COMMANDER JACK RANSOM

RODRIGO GONZALEZ TOLEDO

COMMANDER XANTHUS TH'RAVIQ

Sometimes, despite our best efforts, words aren't sufficient to avoid or defuse moments of violence. Some beings thrive on personal combat, while others resort to using their weapons rather than their voices. Whatever the case, you must be prepared to defend yourself and your crewmates should a scrap break out.

THIS SECTION DEALS WITH SITUAtions where violence—hopefully a last resort, or a tool of self-defense—has broken out. Combat does not prevent other methods being used, and any worthwhile battle will have an objective above and beyond simply overcoming the enemy. These goals are normally straightforward: reaching a location, object, or person, or preventing the enemy from doing those things. There may also be a time factor involved in a combat encounter, where achieving the goal in a specific time frame is necessary, or one side needs to fend off the enemy long enough to complete some other challenge.

One important consideration for combat is that not all combats are fought to the bitter end—few combatants are willing to die pointlessly, and even implacable foes like the Borg or the Jem'Hadar know the value of regrouping rather than pushing on against hopeless odds. Instead, combat frequently ends in one side retreating from the battle. This may involve a fighting withdrawal on foot, the arrival of a transport, or getting transported out.

THE BATTLEFIELD

IN BATTLE, KNOWING THE LOCATION of every combatant is important, and determining both absolute position (where you are on the battlefield) and relative position (how far you are from a given friend or foe) is essential. Rather than track everything in precise distances, ***Star Trek Adventures*** resolves this matter using **distances** and **zones**.

.:ENVIRONMENTS AND ZONES

The battlefield in which you fight is always a discrete location—a building, a colony street, an area of wilderness, part of a starship, or another area. A battlefield is divided into several **zones** based on the terrain in the area. A simple battlefield may consist of three to five significant zones, while complex environments may have many more. For example, combat inside a starship may treat individual rooms as distinct zones, using the internal walls and bulkheads as natural divisions, while a city street may focus zones on features like parked vehicles, the fronts of buildings, alleyways, and so forth.

Track your characters' place in combat by noting which zone they are in. This should be easy in most cases, as zones are defined by the terrain around them, tracking your character can be a matter of simple description: a character may be described as 'behind the control console' or 'standing by the shuttle'. This has the advantage of relying on natural language and intuitive concepts, rather than specific game terms, and avoids the tracking of relative

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▷ USING MAPS AND MINIATURES

Larger or particularly complex scenes may become tricky to track purely by memory so you may wish to sketch a map or use map tiles. You can mark your positions using tokens or miniatures and move them as required. These are not essential for play.

distances which can become fiddly where there are many characters present.

Zones do not have a fixed size; they are based on the features of the battlefield. A forest may be divided into many small zones between trees, while its clearings will have larger zones. Larger zones convey quicker movement and easier target acquisition in open areas, while the smaller zones convey cramped conditions and short lines of sight.

Individual zones often have terrain effects defined when the gamemaster creates them, like cover or difficult terrain, interactive objects, or hazards. Some zones may be defined more by the absence of terrain than its presence, and some environments are enhanced by a few 'empty' zones between obstacles.

DISTANCES AND RANGE

MOVEMENT AND RANGED ATTACKS RANGE IS MEASURED in four distances and one state, based on the battlefield's zones.

- **Reach** is the state when an object or character is within or moves into easy reach of your character. You enter Reach to interact with objects manually or to make a melee attack. When you move your character into or within a zone, you can declare they are moving into or out of Reach of something. Being within Reach of an enemy increases the Difficulty of any task that isn't a melee attack by 1.
- **Close** range is defined as the zone you are in, or a distance of 0 zones.
- **Medium** range is defined as an adjacent zone, or a distance of 1 zone.
- **Long** range is defined as two zones away, or a distance of 2 zones.
- **Extreme** range is any zone beyond long range, or a distance of 3 or more zones.

.: MOVEMENT AND TERRAIN

Moving to anywhere within Medium range requires a minor action. Moving further than this requires a major action. Movement can take many forms—walking, running, jumping, swimming, climbing, etc.

Difficult terrain describes any ground requiring more effort to cross, either because it hinders you or because you need to be careful where you step. A zone may be filled with difficult terrain, slowing anyone attempting to cross it.

▷ COMMUNICATION AND PERCEPTION

DISTANCES AND COMMUNICATION

You will want to communicate during combat—battle cries, verbal challenges, and other dialogue. Your characters can converse normally within Close range—they're near enough to one another to be heard and to make themselves understood without raising their voices.

A character at Medium range can be communicated with, but they'll need to raise their voice and shout to be understood. At Long and Extreme range, you can shout to communicate, but conveying any but the simplest of meanings is unlikely. Communicators and similar technologies make distance trivial, allowing you to communicate across vast distances with ease.

DISTANCE AND PERCEPTION

The further away something is, the harder it is to notice. In game terms, this means characters in distant zones are harder to observe or identify. The Difficulty of tasks to try to notice creatures or objects increase by 1 at Medium range, by 2 at Long range, and by 3 at Extreme range. Your gamemaster describes what you can see clearly, and people who aren't trying to hide from sight can be seen moving at most ranges. Traits, such as darkness or smoke, increase the Difficulty to perceive others or make it entirely impossible depending on the trait. Species traits often apply here, as some species can perceive things more clearly in darkness, or see over longer distances.

OTHER SENSES

Humanoid perception is generally dominated by sight and hearing, but other senses can come into play depending on the species. A character's sense of touch is limited to Reach. Humans and most other civilized species can only detect the most pungent smells outside of Reach. Creatures with a keen sense of smell—such as Klingons and Vulcans—can detect scents within Close range, and tasks made to detect something by smell beyond Close range increase in Difficulty by 1 per zone.

A species with a particularly keen sense may reduce the Difficulty of all tasks related to that sense, while dull senses increase the Difficulty of those tasks—in any case, this is covered by the creature's species trait.

Telepathy can be thought of as a sense in this regard, able to discern thoughts and the mental presence of other creatures over a distance. Similarly, the use of scanning equipment such as a tricorder can allow you to detect things that would be otherwise unable to be perceived.

.: TERRAIN MOMENTUM COSTS

DIFFICULT TERRAIN	MOMENTUM COST
Thick mud, loose sand, stairs	1
Swamp, unstable rubble	2
Steep slope, fast-flowing water	3

.: OBSTACLE MOMENTUM COSTS

OBSTACLE	MOMENTUM COST
Wall or barrier up to waist height, or a short jump	1
Wall or barrier up to chest height, or a long jump	2
Wall or barrier taller than you, or a long jump with a run-up	3

Obstacles are similar in that they hinder your movement, but they exist between zones—attempts to move from one zone to another where an obstacle is present may slow your progress. Obstacles may be barriers you need to climb up or over, or they might be gaps that you need to jump past.

When you attempt to move from an area of difficult terrain, or cross an obstacle, you must spend 1 or more Momentum, depending on how difficult the terrain or obstacle is. This is **Immediate**.

If you do not have sufficient Momentum available (and don't want to add Threat), you must find some way to generate the points you need. The simplest way to do this is to attempt the *Sprint* task as a major action, generating Momentum with a Difficulty 0 **Fitness + Security** task—any successes become Momentum, which can be spent on moving through the terrain. Other tasks can also generate Momentum in this way, but taking the *Sprint* major action combines movement and a task into a single action for the sake of convenience.

Characters with appropriate traits (representing gear for traversing terrain, or perhaps physical adaptations suitable to a particular type of movement) may reduce the cost of crossing types of terrain by 1, at the gamemaster's discretion. For example, Denobulans evolved to climb quickly and efficiently, and thus reduce the cost of difficult terrain when climbing.

▷ FALLING

Sheer drops, steep slopes, precarious catwalks, deep chasms, and other places where falling is a possibility are the most common forms of hazardous terrain. As falling is such a common risk, it deserves specific attention, which can also serve as inspiration for how to handle other hazards.

The simplest way to consider falling is to inflict damage—falling a long way may cause an injury. However, this is probably the least interesting way to approach the situation, and if the group isn't in combat, it can be an inconsequential one. Further, there are a range of other possibilities that could be explored:

- The fall was inconvenient, and the climb back up will slow the group down as they wait for whomever fell.
- The fall was inconvenient, and the character that fell is stuck unless someone figures out a way to get them back up. That might be a task or challenge.
- The fall was inconvenient, and the character that fell is separated from the group and must make their own way to their destination.
- The fall was painful, and the character that fell suffered a complication, like a twisted ankle, or some other inconvenience. This might be avoided by suffering Stress.
- The fall was dangerous, and the character that fell suffers an Injury (which cannot be avoided), needing medical attention to stabilize and help to continue.

You could offer *Success at Cost* on tasks to avoid falling; the character may only fall part of the way, but grab onto something, or lose an item in the process. This is useful for falls that would otherwise be deadly.

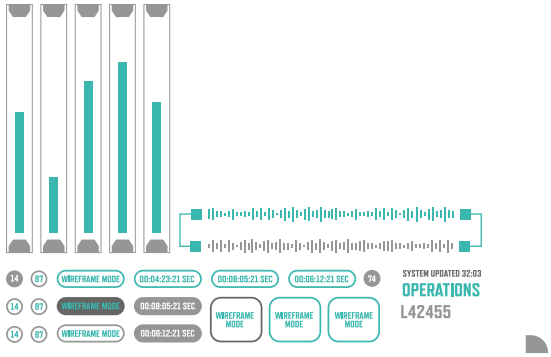
.: COVER

Cover is a common terrain effect, representing objects that interfere with your ability to see or attack a target clearly. Cover allows you to turn an enemy ranged attack into an opposed task, giving you a better chance of resisting them and possibly counter-attacking. Cover can be represented by a location trait.

A zone will either provide cover to any creature in the zone, or the gamemaster may point out features within the zone that grant Cover (requiring you to be within Reach of that feature to benefit from it).

.:INTERACTIVE OBJECTS

Interactive objects are any object or terrain feature you can manipulate. Doors and windows are examples, as are control panels and computer terminals. Interacting with these objects may only take a minor action, but a complex object might need a major action, including a task, to interact with properly, at the discretion of the gamemaster.



COMBAT ACTIONS

IN ANY GIVEN TURN IN A COMBAT, YOU CAN ATTEMPT one major action and one minor action. You may gain additional actions by spending Momentum or adding to Threat.

.:MINOR ACTIONS

Minor actions are short activities that do not include a task. They are taken in support of a major action, like moving into position before making an attack. You can take **1 minor action on each of your turns**, and may take an additional minor action per turn by spending 1 Momentum (Immediate).

▷ BEING PRONE

While you have the **Prone** trait, the Difficulty of all *Ranged Attacks* against you from Medium range or further away increase by 1, and if you are in Cover, you gain an additional +1 Protection. However, *Melee Attacks* and *Ranged Attacks* at Close range gain 2 bonus Momentum against you, and you cannot attempt any movement-related major actions. Bonus Momentum cannot be saved.

.:PERSONAL CONFLICT MINOR ACTIONS

ACTION	EFFECT
Aim	When you make an *Attack* this turn, you may re-roll a single d20 on the task roll.
Draw Item	You pick up an item within Reach or draw an item you are carrying. If using the item doesn't require a task to use, you can use it immediately as part of this minor action.
Interact	You *Interact* with an object in the environment, such as opening a door by pressing the control panel or issuing a simple voice command to a computer. Complex interactions may require a major action and a task roll instead.
Movement	You move up to one zone, to any point within Medium range. You cannot take this minor action in the same turn as a *Movement* major action. If there are any enemies within Reach of you, you cannot perform this action.
Prepare	You prepare for or set up a task. Some items require this minor action before they can be used, and some major actions require this minor action before they can be attempted. Sometimes items will grant special benefits if this action is used before performing a task.
Stand/ Drop Prone	You drop to the ground, making yourself a smaller target, or stand up from being prone. You cannot *Stand* and *Drop Prone* in the same turn.

.: MAJOR ACTIONS

Major actions are the main activity you perform on your turn, and normally include a task. You can attempt 1 major action during your turn. You can attempt a second major action on your turn by spending 2 Momentum (this adds 1 to the Difficulty of any task on the second major action). You may also gain a second major action during the round if you are the subject of the *Direct* action. **You may not attempt more than two major actions during any round.**

.: ATTACKS

An *Attack* is the most direct major action in combat. The process for attempting an *Attack* is shown opposite:

> ***EXAMPLE:*** *Attempting to drive the Borg from the lower decks of the* Enterprise-E*, Picard, Data, and Worf along with several other officers find themselves surrounded and under attack. Data buys an extra d20 with Momentum, and opens fire with his phaser II, rolling his* ***Control (10)*** *and* ***Security (3)****. He generates the necessary two successes, and the Borg Drone is hit, suffering an Injury.*

.: PERSONAL CONFLICT MAJOR ACTIONS

ACTION	EFFECT
Assist	You *Assist* a character with a task roll during their turn. (See **Teamwork and Assistance**, page 255). If they have not yet acted, take this action on your turn, and *Assist* when they take their turn. If they attempt a task before your turn, you may choose to *Assist* them immediately, but you give up your turn later in the round to do so.
Attack	You *Attack* an enemy or other viable target and attempt to injure them. See **Attempting an Attack** (page 290) for details.
Create Trait	This is a task with a Difficulty of 2, using an **attribute + department** and **focus** based on what you are doing. If successful, you create, change, or remove an existing trait, or increase or decrease the Potency of an existing trait.
Direct	This may only be attempted by one character on each side in a position of authority (the highest-ranking person, or a nominated leader). Spend 1 Momentum and select one ally who can hear you. They may immediately attempt a single with no +1 Difficulty; you *Assist* them with your **Control + Command**.
First Aid	You attempt to revive a Defeated character within Reach. Attempt a **Daring + Medicine** task with a Difficulty of 2. If successful, the character is no longer Defeated, though they may still have an Injury. Alternately, you may tend to an Injury on another character within Reach. Attempt a **Daring + Medicine** task with a Difficulty equal to the Injury's severity. If successful, one Injury is treated (see **Recovery and Healing**, page 292).
Guard	You defend yourself, preparing for an attack. This is an **Insight + Security** task with a Difficulty of 0. Success increases the Difficulty of any attacks against you by 1 until the start of your next turn. You can confer the benefits of this task to an ally within Reach instead of yourself—this increases the Difficulty of this task by 1, and the benefit lasts until the start of your ally's next turn.
Other Tasks	Perform a task at the discretion of the gamemaster. Circumstances or objectives may dictate a task, and dangerous situations may require overcoming an extended task or completing a challenge.
Pass	You choose not to attempt a task.
Ready	You choose another major action to take as a reaction to something else. When the trigger event occurs, you temporarily interrupt the current character's turn to resolve your readied major action, then play proceeds as normal. If the triggering event does not occur before your next turn, the action is lost. You can still perform minor actions during your turn as normal.
Sprint	You run forward, trying to cross the area quickly. You move two zones, to any point within Long range. If there is difficult or hazardous terrain, you may attempt a **Fitness + Conn** task with Difficulty 0 as part of this action, to generate Momentum to cross the terrain as part of this action.

ATTEMPTING AN ATTACK

1

CHOOSE A WEAPON AND TARGET: Select the weapon you wish to *Attack* with, and the target. You must also choose whether you intend to inflict a Stun or Deadly Injury; if you choose to inflict a Deadly Injury, add 1 Threat.

- **MELEE ATTACK:** Can be attempted against any target within Reach.
- **RANGED ATTACK:** Can be attempted against any target you can see.

2

ATTEMPT ATTACK: Make a task roll to see if the *Attack* is successful.

- **MELEE ATTACK:** Attempt a **Daring + Security** task with a Difficulty of 1. If the target is aware of your attack and able to defend themselves, this becomes an opposed task instead, resisted by the target's own **Daring + Security**.
- **RANGED ATTACK:** Attempt a **Control + Security** task with a Difficulty of 2. If the target has Cover from the attack (see Cover, page 287), then this becomes an opposed task instead, resisted by the target's own **Control + Security**.

3

RESOLVE ATTACK: If your *Attack* succeeded, you inflict an Injury upon your target (see **Injuries**, below).

- **COUNTERATTACK:** If the *Attack* was an opposed task, and the target won, then they may either move out of Reach (if in melee) or spend 2 Momentum to *Counterattack*, inflicting an Injury upon you in return.
- **AVOID INJURY:** A character who suffers an Injury may **Avoid Injury** (page 292).

.: INJURIES

When you successfully hit an opponent during combat, they may become Injured. Some environmental effects also come with a risk of Injury, such as falling from great heights, being set on fire, exposure to hostile environments, industrial or engineering accidents, and a range of other hazards.

When a character is hit by an attack, or is affected by a hazard (an environmental danger, such as a fire, falling rocks, or similar), they suffer an **Injury**.

The exact nature of the Injury is described as a character trait (see page 250), one which represents the damage done to the character. As with any trait, this may make some actions more difficult, or even impossible, depending on what the Injury represents. When a character suffers an Injury, the nature of the attack or hazard which caused it will suggest a name for that Injury—for example, a disruptor may cause a **Burn** trait—but players or the gamemaster may suggest a fitting alternative. The gamemaster's ruling on this is final, however.

All sources of Injury also have a severity. This is a number, normally between 1 and 5, which indicates how

RODRIGO GONZALEZ TOLEDO

▷ ASSISTANCE IN COMBAT

The *Assist* action works a little differently to most other major actions in combat. You can choose to *Assist* when another character declares the task you wish to help with, even though it isn't your turn. However, you can only provide this assistance if you have not already acted this round, and assisting means that you will not take a turn of your own later in the round—assisting takes up your turn instead.

While this may seem complex on the surface, in play it makes teamwork and assistance easier to resolve: you don't have to plan in advance if you want to *Assist* someone, you simply declare it at the moment it becomes relevant, so long as you're not doing anything else that round.

▷ NPCS AND INJURY

The rules for Injury here apply primarily to main player characters. NPCs and supporting characters are treated differently.

A Minor NPC, or any supporting character who does not possess any values, does not suffer injuries. They are instantly Defeated by any successful attack and cannot choose to *Avoid Injury*. The only difference between Stun and Deadly attacks against a Minor NPC or basic supporting character is that Stun attacks leave them unconscious and Deadly attacks kill them instantly (or disintegrate them, at gamemaster's discretion).

A Notable NPC, or any supporting character with one or more values, suffers injuries as normal. Supporting characters may *Avoid Injury* as player characters do (but have only half the amount of initial Stress), while a Notable NPC may spend Threat equal to severity to *Avoid Injury*, but they can only do so once per scene.

A Major NPC receives Injuries as normal and may *Avoid Injury* by spending Threat equal to severity.

severe the Injury is. The severity of an Injury is important in a few different ways, explained below. When you succeed at an *Attack*, you may spend 2 Momentum to increase the severity by 1. This is repeatable, but you cannot increase the severity by more than 2.

When a character suffers an Injury, they are also Defeated. A defeated character immediately falls prone and cannot take any actions for the rest of the scene. Characters can recover from being defeated in a few ways, described in the following sections.

SET PHASERS TO STUN

Injuries broadly come in two categories: Stun and Deadly, and which one an *Attack* or hazard inflicts will be listed in its description: for example, an *Unarmed Attack* inflicts Stun Injuries.

Some *Attacks* have multiple options for the kinds of Injuries they can inflict. For example, a Phaser can inflict Stun or Deadly Injuries. Where this choice exists, you must choose which kind of Injury you wish to inflict when you choose the target of the attack. If you're counterattacking, make this choice when you spend Momentum to counterattack.

- ***Stun** Attacks* are intended to incapacitate a target without causing lasting harm. An Injury caused by a *Stun Attack* only lasts while you are Defeated. If you stop being Defeated, a Stun Injury is removed at the end of your next turn, as you shake off the effects.
- ***Deadly** Attacks* are those which inflict serious harm upon the target, which might result in death. If you choose to make a *Deadly Attack*, add 1 Threat. While you have one or more Deadly Injuries and are Defeated, you are Dying, and you will die at the end of the scene if you do not receive medical attention.

STRESS AND AVOIDING INJURY

When you suffer an Injury, you may *Avoid Injury* by taking Stress. Suffer Stress equal to the attack's severity to ignore that Injury, suggesting that you ducked out of the way at the last moment or otherwise resisted the attack. This also prevents you from being defeated by that Injury as well.

RECOVERY AND HEALING

You may provide *First Aid* to help defeated and injured allies. The *First Aid* action allows you to attempt a **Daring + Medicine task** with a Difficulty of 2 to tend to another character within Reach. If you complete the task, the patient is no longer Defeated. Alternatively, you may attempt a **Daring + Medicine task** with a Difficulty equal to the Injury's severity to treat an Injury the patient has suffered.

A treated Injury no longer imposes any penalty, but it is still an Injury, and it will need proper medical treatment to remove entirely. Further, complications may result in a treated injury "re-opening" during strenuous activity, requiring the injury to be treated again.

Longer-term healing cannot be done during combat. An Injured character requires medical treatment to remove the Injury completely. This treatment is normally a **Control + Medicine task** with a Difficulty of X and takes X hours, where X is the severity in both cases. Add 1 to

▷ PROTECTION

A character wearing armor, or using some other protective device, has **Protection**; for example, combat armor provides Protection 1. When you suffer an Injury, the severity is reduced by an amount equal to your Protection, to a minimum of 1.

▷ INJURY COMPLICATIONS

In some circumstances, it may be fitting for a character to suffer minor traits that represent minor Injuries: **cuts**, **scrapes**, **bruises**, **sprains**, **fractures**, and **burns** that are not serious, but which are still painful or inconvenient. If you're attempting to heal a character, complications you suffer may be applied to your patient, representing new problems encountered (or even caused) during treatment.

Suffering these minor Injuries does not cause Defeat, and they are not counted towards the total number of Injuries a character may suffer. However, these complications can result in higher Difficulty for other tasks.

These "minor Injury" complications can still be treated and healed in the same way as other complications, as if they had a severity of 1. Complications may also exacerbate other Injuries, adding 1 to the severity of an existing Injury (or minor Injury).

the Difficulty and the complication range if the Injury was not treated. This Difficulty may be modified further by circumstances—attempting to heal a severe disruptor burn in a damp cave with a basic medkit is much harder than attempting the same thing in a well-stocked sickbay.

If the patient has *multiple* Injuries, treating them all at once could be treated as a challenge, or even as an extended task (with a progress track of 3x the number of Injuries), at the gamemaster's discretion.

PERSONAL CONFLICT MOMENTUM SPENDS

MOMENTUM IS A KEY TACTICAL RESOURCE DURING combat. When you generate Momentum in combat, you have numerous options available to achieve victory over your enemies, empower your comrades, and bolster your own prowess.

You have all the normal Momentum options (page 260) available to you in a combat scene, with additional options related directly to combat. Spends listed as **Repeatable** means they can be repeated as many times as you have Momentum to pay for them, and spends listed as **Immediate** can be used at any time during your turn (and can be paid for by generating Threat). If a Momentum spend is neither Immediate nor Repeatable, you can only use them once per turn.

.: PERSONAL CONFLICT MOMENTUM SPENDS

COMBAT MOMENTUM SPEND	DESCRIPTION
Added Severity (2 Momentum, Repeatable)	Increase the severity of a successful attack by 1 for every 2 Momentum spent.
Alter Trait (2 Momentum)	You create, change, or remove a trait in the scene. This change must relate to the task completed.
Extra Minor Action (1 Momentum)	You take one additional minor action on your turn.
Keep The Initiative (2 Momentum, Immediate)	At the end of your turn, pass the next turn to an ally instead of an enemy. Once that ally has acted, the next turn *must* go to an enemy.
Obtain Information (1 Momentum, Repeatable)	You ask the gamemaster a single question about the scene, which the gamemaster must answer truthfully.
Extra Major Action (2 Momentum)	You may attempt one additional major action. If this action includes a task, the task's Difficulty is increased by 1.
Disarm (1–2 Momentum)	Target drops one weapon they are holding to within their Reach. This costs 1 Momentum if the weapon is held in one hand. If the weapon is two-handed, the cost increases to 2 Momentum.
Buy D20s (1–3 Momentum, Immediate, Repeatable)	Before you attempt a task (but after the gamemaster sets its Difficulty), build your dice pool, starting with 2d20. Add bonus d20s granted from talents and other game effects. Add more d20s by spending Momentum or adding Threat. The first bonus die costs 1, the second costs 2 more, and the third costs 3 more. You can't roll more than 5d20 on any task attempt.

.:CHAPTER 8.4

STARSHIP CONFLICT

"THERE'S AN OLD SAYING: FORTUNE FAVORS THE BOLD. WELL, I GUESS WE'RE ABOUT TO FIND OUT."

- CAPTAIN BENJAMIN SISKO

RODRIGO GONZALEZ TOLEDO

COMMANDER XANTHUS TH'RAVIQ

Starfleet vessels such as the Challenger *carry a devastating inventory of weaponry. Bringing that arsenal to bear against an adversary may often be in self-defense, and may often happen because best efforts at diplomacy have broken down. Whatever the case, starship battles are intense, lethal, and, more than anything else, costly. The rules in this chapter will aid you in engaging in, and surviving, starship combat.*

LARGE, POWERFUL VESSELS WITH strong shields can weather hostile situations, while nimble starships can maneuver and make themselves difficult to attack. Once a vessel's shields are worn down, grievous damage can be inflicted upon hull and systems, and may result in the deaths of dozens or hundreds of personnel.

Just as with personal combat, the core of starship combat is the ***Attack***. Successful *Attacks* against starships are seldom so final as *Attacks* against individual characters.

Starship combat uses the same action order as other conflicts. However, the action order applies to **characters** rather than **ships**: each character receives a turn in the action order, during which they take actions to operate their ship.

.:ENVIRONMENT AND ZONES

As with personal combat, starship combat takes place across an environment broken up into numerous zones, allowing gamemasters and players alike to visualize where ships, planets, gas clouds, and asteroid fields are relative to one another.

An environment for starship combat covers a large area—potentially an area many thousands of kilometers across, and even this is only a tiny fraction of the area within a star system. This area may be the edge of a nebula, an asteroid belt, the orbit of one or more small planets, or any other region of space, though it is worth remembering that because battles are always fought for a reason, they are often fought somewhere interesting, rather than in the empty void.

The environment is then divided into zones based on physical objects, spatial phenomena, and other details within the area. Starship combat zones can easily be defined in three dimensions if desired (though this isn't necessary if you want to keep things simple), with zones "above" and "below" one another, and with empty zones to provide sizeable gaps between objects and phenomena. A simple battlefield may consist of three to five significant zones, while complex environments may have many more. More zones are typically more interesting than fewer, as they provide a greater variety of movement options and tactical opportunities, but this can take more planning and may slow down game play.

As with personal combat, zones have no fixed size or shape, and these can be varied to accommodate the gamemaster's preferences and needs, and to represent other factors. Zones within a nebula may be smaller, representing more difficult movement and sensor interference, while open space may have larger zones. By and large, the same advice that applies to personal scale zones apply to starship combat as well, and gamemasters who desire concrete values rather than abstract ranges are encouraged to set specific sizes and shapes for individual zones, using them as a grid.

Individual zones may have terrain effects when the gamemaster creates them. They may provide concealment or interference, hinder movement, present hazards to overcome, or otherwise alter the way vessels interact with the area.

.: VESSELS AND ZONES

To help players visualize their vessel's place in an encounter, and to manage combat effectively, it's useful to keep track of which zone each vessel is in at any given moment. As zones are defined by the bodies and phenomena around them, tracking a vessel can be a matter of simple description—an enemy might be 'behind the moon' or 'on the edge of the gas cloud'. This has the advantage of relying on natural language and intuitive concepts, rather than specific game terms, and avoids the tracking of specific distances which can become fiddly where there are many vessels present.

Larger or particularly complex scenes may become tricky to track purely by memory, so the gamemaster may wish to use something to help remind everyone of which vessel is where. If you're already using a sketched map, then marking vessel positions in pencil (so they can be easily erased and redrawn) is a simple approach, as is using tokens or miniatures.

.: DISTANCES

Movement and ranged attacks need some sense of distance to make them meaningful. In combat, the relative placement of zones determines this distance. To keep things simple and fluid, range is measured in four categories and one state.

Communication during starship combat is a simple matter; subspace communications work at speeds that far exceed the maximum velocity of a starship, meaning that communicating with anyone else in the same combat is instantaneous, so long as their communications systems are working. Of course, circumstances can affect this—the gas, dust, and radiation of a nebula may interfere with subspace signals, limiting communications range, for example—but such differences are left to the gamemaster to determine.

GOING TO WARP

Starships can travel extremely quickly, which means they can leave a battle at a moment's notice.

For a ship to go to warp, Reserve Power must be rerouted to engines, and you must take the *Prepare* minor action if in combat. Once completed, the character at the helm must attempt a **Control + Conn** task with a Difficulty of 1, assisted by the ship's **Engines + Conn**; in combat, this is a major action. If this task is successful, the ship may move in one of two ways:

- The ship moves a number of zones up to the ship's Engines score.
- The ship immediately leaves the battlefield, which will normally end the scene, though the enemy may choose to pursue.

If the enemies wish to pursue, each pursuing ship must also go to warp, and must score more successes than the fleeing ship scored; if they do, then they will quickly catch up with the fleeing ship. Once their pursuers have

.: DISTANCES

DISTANCE	DESCRIPTION
Contact	This state is used mainly for ships docking with one another, or with starbases and other facilities, shuttlecraft on approach to land, and similar situations. Contact isn't a specific range, but rather is a state a vessel can enter when it moves—that is, when a vessel moves into or within a zone, the pilot may declare the vessel is moving into or out of Contact. Moving into Contact too quickly can be dangerous, as high-speed collisions can cause considerable damage (see page 309).
Close	The zone the vessel is within at the time. Moving within Close range is a trivial affair, often handled purely with maneuvering thrusters and inertia. Close range is a distance of 0 zones.
Medium	Any zone adjacent to the vessel's current zone. Medium range is a distance of 1 zone.
Long	Long range is a distance of 2 zones.
Extreme	Extreme range is a distance of 3 or more zones.

▷ NPCS AND STARSHIP OPERATIONS

The rules for starship combat are designed from the perspective of player characters operating a single ship, which will be the normal situation for most groups of player characters. However, this can be impractical for NPC ships, where the gamemaster may be running several ships and doesn't necessarily want to track a half-dozen NPC bridge officers per bridge.

An NPC ship does not have specific crew at individual positions on the bridge. Instead, each NPC vessel has a **Crew Quality**, which provides attribute and department ratings needed by the vessel for any given task. NPC crew used in this way are always considered to have an applicable focus.

Because individual NPC crew members are not tracked, each NPC ship takes several turns during each round—one turn for each point of the ship's Scale—representing the individual actions of that ship's crew.

However, there is a limit to this; in any round, each NPC ship may only attempt one task assisted by each system—one task assisted by Weapons, one task assisted by Engines, etc.—though the gamemaster may spend 1 Threat when the ship takes a turn to ignore this limit during their current action. That is, if a ship wants to take three tasks using Weapons during a round, the second and third *Weapons* tasks each cost 1 Threat.

NPC ships do not have **Reserve Power** (see page 185).

.:NPC VESSEL CREW QUALITIES

CREW QUALITY	ATTRIBUTE	DEPARTMENT
Basic	8	1
Proficient	9	2
Talented	10	3
Exceptional	11	4

caught them, the crew of the fleeing ship must choose how they will respond.

This task may *Succeed at Cost*; if the task fails, the ship either does not move, or it moves as above but suffers an additional complication.

> ***EXAMPLE:*** *The crew of the* Titan-A *is on the run from a conspiracy that has turned Starfleet against them, and have stopped at Daystrom station to allow Raffi, Riker, and Worf to pursue a lead. However, the* Titan-A *soon needs to flee, as two* Echelon*-class starships arrive searching for the fugitives. Reserve Power is rerouted to the ship's engines, and Ensign LaForge takes the Prepare minor action and attempts the task roll to go to warp, scoring 4 successes. The two Starfleet vessels may attempt to pursue, but each will need to score at least 4 successes of their own to catch up with the* Titan-A*: if they cannot, then the* Titan-A *will escape.*

DISTANCES AND SENSORS

In ideal circumstances, a starship can scan and detect objects, vessels, and phenomena over a certain size or magnitude for several light-years in every direction. Long-range sensors are potent in this regard. The closer an object is, the smaller objects and details can be effectively detected, with the greatest clarity and detail available at ranges of a few thousand kilometers (i.e., within Close range).

There are no hard-and-fast rules for this; a starship and its crew will use whatever sensors are most effective at a particular range, though the gamemaster should adjust the amount of detail provided at different ranges.

.:MOVEMENT AND TERRAIN

Moving around in starship combat is controlled at the ship's helm, and takes different actions depending on the nature of the movement. Movement can take a few different forms, from fine maneuvering using thrusters, to sublight flight using impulse engines, to faster-than-light flight using warp drive.

This movement may sometimes be hindered by spatial phenomena and effects that are collectively referred to as "terrain."

Difficult terrain describes any space that requires more effort to cross, either because it hinders the ship's engines or because it requires slower and more careful maneuvering. A zone may be filled with difficult terrain, slowing anyone attempting to cross it.

TOBIAS RICHTER

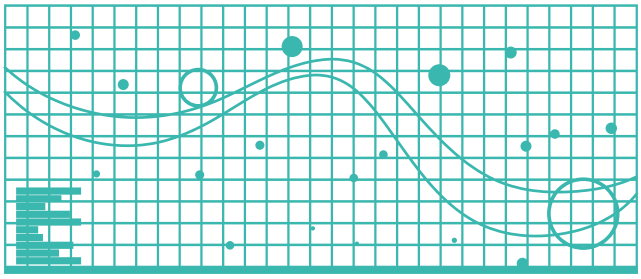
When you attempt to move from an area of difficult terrain, or cross an obstacle, you must spend one or more **Momentum** to do so, depending on how difficult the terrain or obstacle is. This is Immediate. If you do not pay the cost, you cannot leave the zone.

If you do not have sufficient Momentum available (and don't want to add Threat), then you must find some way to generate the points you need. The simplest way to do this is to attempt the *Maneuver* major action, generating Momentum with a Difficulty 0 **Control + Conn** task—any successes become Momentum, which can be spent on moving through the terrain. Other tasks can also generate Momentum in this way, but taking the *Maneuver* major action is intended for this.

Hazardous terrain describes difficult terrain which is also potentially damaging or dangerous to cross. It may be crossed by spending Momentum or adding Threat as normal, but if you choose to add Threat, that Threat is spent immediately to inflict damage on the ship or impose a negative trait. The damage inflicted is determined by the nature of the hazard. This is described more in *Chapter 9: Gamemastering*.

.:STARSHIP TERRAINS

DIFFICULT TERRAIN	MOMENTUM COST
Planetary Gravity Well, Dust Cloud, Debris Field	1
Stellar Gravity Well, Dense Nebula, Comet Tail	2
Singularity Gravity Well, Strange Space Anomaly	3



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AS WITH PERSONAL COMBAT, IN ANY GIVEN TURN A character can attempt a single major action and a single minor action. Unlike with personal combat, the kinds of actions a character is likely to perform will vary based on their position on the bridge (or elsewhere on the ship), and different officers will control different systems as befits their positions.

This section lists the common roles found aboard a starship and the minor and major actions they can perform in combat. Some roles may not be present in certain eras of play (e.g., navigators and helmsmen are replaced by flight controllers / conn officers by the early 24th century).

▷ BATTLING VERY LARGE ADVERSARIES

Some civilizations, such as the Borg, possess spacecraft and space stations far bigger than even the largest Federation starship. Vessels and stations with Scales 7+ pose a challenge for gamemasters who want to keep their starship combat from turning into a lengthy affair.

Gamemasters have a few options:

- **Take all the turns allocated to the NPCs.** For example, if you are challenging your group with an adversary vessel or station at Scale 10, you may choose to take all 10 turns in a round. This may prove to be a significant challenge to your players, and may take more time to resolve each action.
- **Take turns equal to the players' total turns.** Have your NPC vessel take only as many turns as the players took in the round. Perhaps consider adding an advantage or altering the complication range for NPC tasks in this round to account for their superior size. Surplus NPC actions can instead be traded for extra dice on the NPC ship's actions on a 1-for-1 basis: in essence, any NPC ship's turns beyond the number of turns the player characters take are used to assist, rather than taking any other action.
- **Take as many turns as you see fit, up to the NPCs' maximum number for the round, then narrate to taste.** You may choose to take only as many turns you need in order to set up some key moment during the battle that you want to handle as narrative.

.:MINOR ACTIONS

As described on page 288, minor actions are activities a character can undertake that don't count as a task, and which don't require dice to be rolled. You can take **1 minor action on each of your turns**, and may take an additional minor action per turn by spending 1 Momentum (Immediate).

The most common starship minor actions are listed in the following sections, divided by position. These are specific to starship operations during combat; a character can perform personal combat minor actions (page 288) if necessary, such as when being boarded.

.:MAJOR ACTIONS

A character can attempt a single **major action** (typically to attempt a task) during each turn, though there are two ways a character could attempt a second major action in a turn:

- **LEADERSHIP:** The *Direct* major action allows a character to issue an order to a subordinate, granting them an extra major action.
- **MOMENTUM:** A character may spend 2 Momentum after a successful task to attempt a second major action; however, any task attempted as part of this second major action increases in Difficulty by 1.

Regardless of the method used, a character cannot attempt more than two major actions in a round. The

▷ TALKING IS A FREE ACTION

Characters in the same physical space within the ship during starship combat can communicate freely: it doesn't take an action to talk unless the talking is part of another task. Most talking a character does should take place on their turn, but characters are free to comment on or interject during another character's turn.

Characters in different parts of the ship—say, the captain on the bridge and the chief engineer in main engineering—can communicate freely under normal circumstances, but damage to the ship's communications system may result in parts of the ship being cut off from communicating with one another.

major actions detailed on the following pages apply to operating a starship in combat. Personal conflict tasks can also be attempted where relevant, such as when repelling boarders.

.:POSITIONS AND STARSHIP COMBAT ACTIONS

During starship combat, each character is likely to be operating a specific station on the bridge, or performing actions elsewhere on the ship. The actions a character can perform from the bridge are determined by their position.

The key bridge positions are as follows, though these activities are typically grouped together into a smaller number of stations, as determined by the bridge's configuration (page 194)—for example, a single station may combine both the helm and navigator positions into a single conn station. The guidance in the section **Ship Stations and Facilities** on page 186 is the basis for this, but this section details specific actions characters can undertake.

Each character may only operate a single station during their turn, and you cannot take actions from a specific station if another character is already at that station.

- **COMMAND:** The commanding officer makes the decisions based on the information available.
- **COMMUNICATIONS:** This station covers all incoming and outgoing communications, including encryption and decryption of messages.
- **FLIGHT CONTROLLER / HELMSMAN:** The flight controller, or helmsman, is the pilot of the ship—responsible for all tasks that require the ship's movement and maneuvering.
- **NAVIGATOR:** The navigator oversees plotting the ship's course and determining the spatial conditions that would affect the ship along its course.
- **OPERATIONS:** This station covers any miscellaneous monitoring and control of internal systems, such as damage control, transporters, and life support.
- **SENSOR OPERATIONS:** Sensor operations are used to control the ship's varied external sensor systems, used to scan planetary bodies, spatial phenomena, other vessels, and more. It also covers interpreting and analyzing that information, and the information retrieved from probes.
- **TACTICAL:** This station covers the operation of weapons and shields.

.:STANDARD MINOR ACTIONS

The following minor actions can be undertaken by personnel at all stations.

.:STARSHIP CONFLICT MINOR ACTIONS

MINOR ACTION	DESCRIPTION
Change Position	The character moves to any other station on the bridge, or to any other location on the ship. If that bridge station is unmanned, the character can take control of that station immediately; otherwise, the character takes control whenever the officer already at that station departs. If the character is moving to somewhere else on the ship, they will arrive in that location at the start of their next turn.
Interact	The character interacts with an object in the environment. Particularly complex interactions may require a major action (and a task) instead. This covers basic and routine interactions with ship systems that aren't otherwise covered here.
Prepare	The character prepares for, or spends time setting up, a task. Some tasks require this minor action to be taken before the task can be attempted.
Restore	The character performs the minor repairs and adjustments needed to restore a system after disruption or minor damage. Certain circumstances call for the use of this minor action.

.:STANDARD MAJOR ACTIONS

The following major actions can be undertaken by all stations.

.:STARSHIP CONFLICT MAJOR ACTIONS

MAJOR ACTION	DESCRIPTION
Assist	The character performs some activity that grants an ally an advantage. The character nominates a single ally they can communicate with and assists their next task (see **Teamwork and Assistance**, page 255). If a character attempts a task and you have not yet acted, you can give up your turn this round to assist them immediately.
Create Trait	Create or change a trait in the scene, or remove one that's already present. This is a task with a Difficulty of 2, using an **attribute + department** and focus based on what you are doing. If successful, you create, change, or remove a trait.
Other Tasks	Perform a task at the discretion of the gamemaster. Circumstances or objectives may dictate a task, and particularly dangerous situations may require working to overcome an extended task or complete a challenge.
Override	The character overrides the controls of another position. The character may attempt a major action from any other position other than commanding officer, but increasing the Difficulty by 1, due to the sub-optimal controls.
Pass	The character chooses not to attempt a task.
Ready	You choose another major action to take as a reaction to something else. When the trigger event occurs, you temporarily interrupt the current character's turn to resolve your readied major action, then play proceeds as normal. If the triggering event does not occur before your next turn, the action is lost. You can still perform minor actions during your turn.

.:COMMAND

A character in a command position oversees the rest of the bridge crew, devising plans, coordinating any complex actions, and maintaining morale.

A ship may have a second command position for the executive officer if the ship has a Command rating of 4+. Each character. can use any *Command* actions freely, though the executive officer cannot give orders that contradict the commanding officer.

.:COMMAND MAJOR ACTIONS

MAJOR ACTION	DESCRIPTION
Assist	In addition to the standard *Assist* action description on page 289, if you use the *Assist* action on your turn while in command, you may pick **two** characters to assist, rather than one.
Create Trait	In addition to the standard *Create Trait* action description on page 289, note that while not unique to command, this action is useful for characters in command, and usually uses **Control**, **Insight**, or **Reason + Command**, to perform the task, normally representing battle plans, strategies, and similar.
Direct	Spend 1 Momentum and select one ally on the bridge who immediately attempts a single major action, and you assist them by rolling 1d20 with your **Control + Command**.
Rally	You inspire and coordinate the crew, attempting a **Presence + Command** task with a Difficulty of 0; this task is specifically to generate Momentum, either to use immediately or to save for the group.

.:COMMUNICATIONS

A character at communications controls both internal and external communications systems.

Opening internal communications—to speak either to the whole ship, or specific locations within the ship—is a free action that can be done at any time, even during another character's actions.

Sending a hail can be done as a free action, as can responding to a hail received by another vessel or facility.

Interference or jamming can prevent external communications, and is normally represented by a trait.

Other communications activities—encrypting and securing sensitive transmissions (and receiving them), intercepting hostile signals, and handling priority internal communications (damage reports, security alerts, coordinating repair teams)—can be handled using the normal array of major actions, such as creating a trait or attempting a Difficulty 0 task to generate Momentum.

.:COMMUNICATIONS MAJOR ACTIONS

MAJOR ACTION	DESCRIPTION
Create Trait	In addition to the standard *Create Trait* action description on page 289, this action is often useful for creating traits which represent efforts to boost or recalibrate communications to pierce interference, or methods used to encrypt or decrypt messages. It can also be used to create traits that represent coordinating personnel aboard the ship or coordinating with other ships.
Damage Control	You direct a damage control team to begin stabilizing and repairing damage. Choose a single breach (see page 310), and attempt a **Presence + Engineering** task, with a Difficulty of 2; increase this by 1 per additional degree of potency. If successful, the chosen breach is patched, and no longer imposes any penalties or effects. The breach itself is not fully removed, which will require proper repairs outside of combat.
Transport	You send instructions to one of the ship's transporter rooms to beam a group of people or objects, to or from the ship, or from one place to another. This follows the rules for transporters described on page 190, but operating them from the bridge increases the Difficulty by 1.

.:HELM

Flying the ship requires a combination of minor and major actions taken by a character at the helm (may be combined with navigator into a conn position).

.:HELM MINOR ACTIONS

MINOR ACTION	DESCRIPTION
Impulse	Using the ship's impulse engines, you fly the ship. You move up to 2 zones to anywhere within Long range. If you only move 1 zone, you may reduce the Momentum cost of movement through difficult or hazardous terrain by 1.
Thrusters	Using the ship's maneuvering thrusters, you make fine adjustments to the ship's position. You may move the ship to anywhere within your current zone, and you may move safely into Contact with another ship, station, or other object (this may include docking with another vessel or landing).

.:HELM MAJOR ACTIONS

MAJOR ACTION	DESCRIPTION
Attack Pattern	You fly steadily to make it easier for your shipmates to target the enemy. If you take this action, each time your ship makes an attack before your next turn, you may *Assist* on that attack, using your **Control + Conn**. However, until your next turn, all attacks against the ship reduce their Difficulty by 1.
Create Trait	In addition to the standard *Create Trait* action description on page 289, note that, from the helm, this action is often useful for creating traits that reflect careful positioning or skilled maneuvering.
Evasive Action	You maneuver the ship in a quick, unpredictable way to foil enemy targeting. If you take this action, then until your next turn, all attacks against your ship become opposed tasks, opposed using your **Daring + Conn** and assisted by the ship's **Structure + Conn**. If you win the opposed task, you may move the ship 1 zone. However, until the start of your next turn, all attacks made by your ship suffer +1 Difficulty. You cannot take this action if the ship is currently benefiting from the *Defensive Fire* action (page 305).
Maneuver	You focus on carefully controlling the ship's flight. Attempt a **Control + Conn** task with Difficulty 0, assisted by the ship's **Engines + Conn**. This is normally used to generate Momentum for crossing difficult terrain.
Ram	You choose a single enemy vessel or other target within Close range and move into Contact with them. This is an *Attack*, requiring a **Daring + Conn task** with a Difficulty of 2, assisted by the ship's **Engines + Conn**. If successful, the *Attack* inflicts the ship's collision damage (see sidebar) on the target, with the Intense quality, but suffers the target's collision damage in return.
Warp	Requires **Reserve Power**. You must take a *Prepare* minor action to take this action. Attempt a **Control + Conn** task with a Difficulty of 1, assisted by the ship's **Engines + Conn**. If you succeed, you move the ship a number of zones equal to the ship's Engines score, or you leave the battlefield entirely. See **Going to Warp**, page 295.

.:NAVIGATOR

Where a navigator is present, their actions are typically used to create traits representing plotted courses or charted hazards, or to assist the helm. This position may be combined with helm into a conn position.

.:NAVIGATOR MAJOR ACTIONS

MAJOR ACTION	DESCRIPTION
Assist	When using the standard *Assist* action detailed on page 289, it's common for a navigator to assist the officer at the helm.
Create Trait	In addition to the standard *Create Trait* action description on page 289, note that, from the navigator's station, this action is often useful for creating traits that reflect plotting a careful course or studying the terrain.

.:OPERATIONS/ENGINEERING

A character at operations handles resource management, allocation of power, and technical assets. These actions can also be performed from main engineering. A ship may have a second operations position as a separate station if it has an Engineering rating of 4+.

.:OPERATIONS/ENGINEERING MAJOR ACTIONS

MAJOR ACTION	DESCRIPTION
Create Trait	In addition to the standard *Create Trait* action description on page 289, note that, from operations, this action is often useful for creating traits that reflect modifications to ship systems.
Damage Control	Choose a single breach and attempt a **Presence + Engineering** task, with a Difficulty of 2; increase this by 1 per additional degree of Potency. If successful, the breach is patched, and no longer imposes penalties or effects. The breach will require proper repairs outside of combat.
Regain Power	You draw energy from another system to replenish the ship's Reserve Power. Attempt a **Control + Engineering** task, with a Difficulty of 1. This may *Succeed at Cost*. On success, you restore the ship's Reserve Power, allowing it to be used later during the scene. Complications should reflect subsystems shutdown to use their power. The Difficulty for this task increases by 1 each time it is attempted during a scene.
Regenerate Shields	Requires **Reserve Power**. You reroute Reserve Power to the shield emitters, attempting to restore their strength. This requires a **Control + Engineering** task with a Difficulty of 2, assisted by the ship's **Structure + Engineering**; the Difficulty increases by 1 if the ship's shields are at 0. If successful, the ship regains shields equal to your Engineering department, plus 2 more by spending 1 Momentum (Repeatable).
Reroute Power	Requires **Reserve Power**. You reroute Reserve Power to a specific system; the chosen system gains power which will apply to the next action using that system (as described on page 185).
Transport	You remotely operate the ship's transporters. This follows the rules for transporters described on page 190, but operating them from the bridge increases the Difficulty by 1.

.:SENSOR OPERATIONS

A character at sensor operations is the eyes and ears of the ship, and vital for ensuring that the rest of the crew have the information they need to execute their tasks. A ship may have a second sensor operations position as a separate station if it has an Science rating of 4+.

.:SENSOR OPERATIONS MINOR ACTIONS

MINOR ACTION	DESCRIPTION
Calibrate Sensors	You work to fine-tune the sensors to get the clearest readings. On your next *Sensor Operations* action, you may either ignore a single trait affecting the task, or re-roll 1d20.
Launch Probe	You launch a sensor probe in order to study a situation or phenomenon in more depth or from a safe distance. Select a single zone anywhere within Long range: you launch a probe which flies to that zone. *Sensor Operations* major actions may determine range from the probe's location rather than the ship. The probe can be targeted as if a Small Craft, and it is destroyed if it takes any damage.

The following major actions can be undertaken by characters at sensor operations. The Difficulty of these tasks can be affected by interference, ambient conditions, and other unusual phenomena. They also increase in Difficulty by 1 for each range category beyond Close.

.:SENSOR OPERATIONS MAJOR ACTIONS

MAJOR ACTION	DESCRIPTION
Create Trait	In addition to the standard *Create Trait* action description on page 289, note that, from sensor operations, this action is often useful for creating traits that reflect important information that has been detected or discovered.
Reveal	You scan for the trace signals that may reveal the tell-tale presence of a cloaked vessel, or a vessel concealed by some other phenomenon. Attempt a **Reason + Science** task, assisted by the ship's **Sensors + Science**, with a Difficulty of 3. If you succeed, and there is a hidden vessel within Long range, you reveal which zone it is in (if there are multiple, this only reveals one such vessel, chosen at random). Until that vessel moves, your ship may attack that hidden vessel, but increasing the Difficulty by 2.
Scan For Weakness	You scan an enemy vessel, looking for vulnerabilities. Choose a single vessel and attempt a **Control + Science** task with a Difficulty of 2, assisted by the ship's **Sensors + Security**. If this succeeds, the next attack made against that ship increases its damage by 2, or gains the Piercing quality.
Sensor Sweep	You use the sensors to scan for information. Select a single zone to scan, and attempt a **Reason + Science** task, assisted by the ship's **Sensors + Science**, with a Difficulty of 1. If successful, the gamemaster provides basic information on any ships, objects, or other phenomena in that zone; you may spend Momentum to get extra information as normal.

.: TACTICAL

A character at tactical operates the ship's weapons and defensive systems. A ship may have a second tactical position as a separate station if it has a Security rating of 4+

.: TACTICAL MINOR ACTIONS

MINOR ACTION	DESCRIPTION
Calibrate Weapons	You fine-tune the frequency of energy weapons, and the yield of torpedoes to achieve a desired result. On your next attack with the ship's weapons, increase the weapon's damage by 1.
Prepare	The character prepares for, or spends time setting up, a task. Some tasks require this minor action to be taken before the task can be attempted. At tactical, this action can be used to raise or lower the ship's shields, or to arm or disarm the ship's weapons. ▪ **Shields:** When the shields are lowered, the ship's maximum shields are 0. When raised, they are restored to their normal maximum, or to their previous total if the ship has taken any damage this scene. ▪ **Weapons:** The ship may only make *Weapons Attacks* if the weapons are armed. However, enemy ships can detect whether your ship's weapons are armed.
Targeting Solution	You lock targeting sensors onto an enemy vessel. Select a single enemy vessel within Long range. On the next attack against that vessel, either re-roll a d20 on the task, or choose which of the target's systems are hit by the attack, rather than rolling.

.: TACTICAL MAJOR ACTIONS

MAJOR ACTION	DESCRIPTION
Create Trait	In addition to the standard *Create Trait* action description on page 289, note that, from tactical, this action is often useful for creating traits that reflect modifications to weapon systems, or useful targeting data.
Defensive Fire	Choose a single energy weapon on your ship. Until your next turn, any enemy attack against your ship becomes an opposed task, opposed by your **Daring + Security** (and assisted by your ship's **Weapons + Security**) at the same Difficulty. If you succeed, you may spend 2 Momentum to counterattack, inflicting your weapon's damage against the attacker. You cannot take this action if the ship is currently benefitting from *Evasive Action* (page 302).
Fire	You select a single energy weapon or a single torpedo weapon on the ship, choose a target for that weapon, and make an *Attack* following the process on page 306. If you attempt a torpedo attack, add 1 Threat.
Modulate Shields	This cannot be attempted if the shields are at 0. You try to tune your shields to resist enemy attacks. If you take this action, then until your next turn, increase the Resistance of your ship by 2.
Tractor Beam	The character engages a tractor beam at a nearby object or vessel. This requires a **Control + Security** task, assisted by the ship's **Structure + Security** with a Difficulty of 2, and can only be directed at a target within Close range. If successful, the target vessel is immobilized and cannot move unless it can break free. This can be done in a number of ways, but the Difficulty is equal to the tractor beam strength of your vessel.

ATTACKS, HAZARDS, AND DAMAGE

SPACE IS DANGEROUS, FULL OF PERILS AND HAZards, not least of which is the risk of conflict with pirates, raiders, and hostile civilizations.

Certain actions—*Evasive Action* and *Defensive Fire*—allow the crew to turn an attack against their ship into an opposed task. When you attempt an opposed task, the reactive character first rolls to set the Difficulty. They gather a dice pool, rolling against their own target number as if they were making a task roll. However, they are not rolling against any specific Difficulty; just count how many successes they score. Only one of these actions may be in use at any one time: if you have used *Evasive Action*, you cannot use *Defensive Fire* until after the effects of *Evasive Action* have ended, and vice-versa.

DAMAGE AND REPAIRS

WHEN A VESSEL IS SUCCESSFULLY HIT BY AN ATtack, the hit inflicts damage. Some environmental hazards also come with a risk of damage, such as gravitational stresses, intense radiation, corrosive gasses, micro-meteors, extreme heat, and ionic discharges.

Damage for starships is resolved like an extended task (page 271). However, the full process is described below.

Attacks and other hazards have a **damage rating**, which is a number, typically between 1 and 6, though some especially powerful weapons have a higher damage rating.

Ships have a quantity of **shields**, representing the strength of the ship's deflector shields, which are used to protect the ship from damage. Shields function similarly to the Progress track of an extended task. A ship's normal maximum shields are equal to the ship's **Structure** plus its **Scale** and **Security**.

MARC BELL

ATTEMPTING A STARSHIP ATTACK

1 **SELECT ATTACK:** When you make a starship attack, the *Attack* action chosen will determine the type of weapon used—typically energy weapons or torpedoes. If your ship has multiple weapons, choose one to *Attack* with.

2 **SELECT TARGET:** Choose a single vessel or another viable target visible to your ship. Some weapons have a limited range; you cannot choose a target beyond this limited range.

3 **ATTEMPT ATTACK:** Attempt a **Control + Security** task, assisted by the ship's **Weapons + Security**, with a Difficulty determined by the *Attack* action chosen. For an energy weapon, the Difficulty is 2. For torpedoes, the Difficulty is 3. For a *Ram Attack* (see page 302), the Difficulty is 2.

4 **RESOLVE ATTACK:** If the task is successful, it inflicts damage (see opposite). Roll on the **Random System Hit** table to determine which system was hit; the *Targeting Solutions* minor action allows you to select a choice.

.: RANDOM SYSTEM HIT

D20	SYSTEM
1	Communications
2	Computers
3–6	Engines
7–9	Sensors
10-17	Structure
18–20	Weapons

▷ STARSHIP COMBAT MOMENTUM SPENDS

The following table provides additional options available to a character when they generate one or more Momentum in combat. These are in addition to the uses of Momentum (page 293), and any others players or gamemaster create themselves.

.: STARSHIP COMBAT MOMENTUM SPENDS

MOMENTUM SPEND	DESCRIPTION
Added Damage (2 Momentum, Repeatable)	Increase the damage of a successful attack by 1 for every 2 Momentum spent.
Devastating Attack (2 Momentum)	Roll an additional system; that system suffers a hit dealing half the attack's damage, rounding up.

▷ COVER AND CONCEALMENT

Cover and Concealment are common effects, representing objects that interfere with a vessel's ability to see or attack a target directly. Cover interferes with attacks against a vessel, while concealment makes it more difficult to detect and target a vessel. A zone providing cover or concealment functions as a trait which attacks harder or even impossible. It may also provide potential other dangers—a nebula full of volatile gas may be risky to fire through, in addition to providing cover. This can be justification to increase the complication range of attacks.

Cover can often be circumvented by attacking from a different direction or by using some force to displace the cover. Concealment can often be circumvented by finding other ways to detect a target's position and movement.

An environment filled with zones of cover and concealment can completely change the nature of a conflict, as both sides maneuver and attempt to fight or evade.

EXAMPLE: *The* U.S.S. Enterprise *has flown into the Mutara nebula, pursued by the* U.S.S. Reliant*. The nebula itself is dense and highly ionized, which interferes with sensors and shields.*

The nebula has two traits: ***Ionized Dust and Gas*** *and* ***Static Discharge****. The gamemaster rules that* ***Ionized Dust and Gas*** *interferes with sensors and targeting: ships are completely concealed from one another past Close range, and tasks to detect or attack another vessel at Close range increase in Difficulty by +1.* ***Static Discharge*** *prevents any ship within from raising shields.*

After several minutes without contact, both ships pass into the same zone. Reliant *opens fire and the* Enterprise *attempts to evade.. This would normally be a Difficulty 2 attack, but the* Enterprise *is taking evasive action, making it an opposed task, and the nebula increases the Difficulty by 1. A difficult attack, but* Reliant *succeeds, and hits.*

At the start of a new scene, a ship's shields return to their maximum value. As with some extended task tracks, a ship's shields have two **Breakthrough** points, one halfway along the track (round up), and one three-quarters of the way along the track (round up).

EXAMPLE SHIELD TRACK

Most ships also have a quantity of **Resistance** which reduces total damage received, allowing them to reduce how much damage they take from attacks. Resistance is derived from the ship's Scale and Structure (page 185), and from talents affecting the hull and shields.

If a ship is **shaken**, it has suffered minor damage or disruption. The ship's captain or highest-ranking character aboard randomly determines or chooses one option from the following list. NPC ships always choose Brace for Impact!

.:SHAKEN: MINOR DAMAGE RESULTS

D20	MINOR DAMAGE	EFFECT
1–6	Brace for Impact!	On the next turn this ship (or a character aboard this ship) takes, they may not take a major action.
7–12	Losing Power!	If you have Reserve Power, lose the use of Reserve Power. The next time you attempt to *Regain Power*, the Difficulty is increased by 1.
13–18	Casualties and Minor Damage	The ship suffers a complication.
19–20	Roll Again	Roll on this table again.

STARSHIP DAMAGE

1

DETERMINE DAMAGE: Your damage rating is determined by the weapon used, which may be modified by talents or other factors.

- **RESISTANCE:** If the target ship has any Resistance, reduce your damage by 1 for each point of Resistance, to a minimum of 1.
- **COMPLICATIONS:** A complication on an *Attack* may reduce your damage by 1 for each complication suffered—in essence, the complication means that the *Attack* had less effect than expected. Refer to page 326 in *Chapter 9: Gamemastering* for more details on reduced effectiveness as a complication.

2

APPLY DAMAGE: Reduce the target ship's shields by 1 for each point of damage (after applying Resistance and other modifiers). If the ship's shields were already 0, the ship suffers a **breach** instead. Otherwise, check the ship's current shields against the three conditions below, and apply all of which are true.

- **SHIELDS AT 50%:** If the damage reduces the ship's shields to below half its maximum value, the ship is **shaken**, with the commanding officer (or highest-ranking character) picking a damage result from the table below.
- **SHIELDS AT 25%:** If the damage reduces the ship's shields to below one quarter of its maximum value, the ship is **shaken**, as above. If the ship was *already* **shaken** from that attack (from the shields at 50% condition, above), then the ship suffers a breach instead, as damage punches through the shields.
- **SHIELDS ARE DOWN:** If the damage reduces the ship's shields to 0, the shields are down, and the ship suffers a breach.

▷ COLLISION DAMAGE

There are times when a ship may collide with another. This may happen accidentally—such as when a ship is attempting to dock or land and suffers a complication—or deliberately, by ramming. When one ship collides with another, each ship takes the other ship's **collision damage**.

A ship's collision damage rating is equal to the ship's Scale, plus half the number of zones moved before the the collision. This has the Devastating and Piercing qualities. In addition, if a ship is ramming, then the ramming vessel gains the Intense quality as well.

> ***EXAMPLE:*** *The* U.S.S. Odyssey *encounters a squadron of Jem'Hadar attack ships. The* Odyssey *has already suffered considerable damage: she's taken 5 breaches and has no shields remaining. A Jem'Hadar ship hurtles towards the* Odyssey*, intending to ram. The Jem'Hadar ship's collision damage is 4—the ship's Scale of 3, +1 for the two zones it moved before ramming, and it has the Devastating, Intense, and Piercing qualities. The Jem'Hadar ship scores 2 Momentum on the attack, causing a Devastating Attack, inflicting a second hit for 2 damage to another system. Due to the Piercing quality, this* Attack *ignores the* Odyssey*'s Resistance, and each hit inflicts another breach. The* Odyssey *is destroyed. The Jem'Hadar ship suffers 7 damage from the* Odyssey*: 6 for the ship's Scale, +1 for the distance moved. it is likewise destroyed.*

MARC BELL

▷ BREACHES AND POTENT TRAITS

Multiple identical traits can be combined to create a **Potent trait**, with a **Potency** rating noted after the trait's name. The rating is equal to the number of traits combined in this way—three traits representing dense smoke would be combined into **Dense Smoke 3**, for example.

As breaches are a form of trait, this can be a useful way to handle especially severe damage inflicted, such as if a single attack inflicts multiple breaches. **Hull Breach 2** is more severe than **Impulse Drive Offline**, and as the former is essentially two traits, it will have a greater effect, and be more difficult and time-consuming to repair.

When it comes to repairing these Potent breaches, the gamemaster can either multiply the time taken to attempt repairs by the trait's Potency (i.e., a breach with **Potency 2** takes twice as long to fix), or turn a simple task into an extended task.

EXAMPLE: *The* U.S.S Titan-A *has engaged the* Shrike *in combat, and is hit by the* Shrike's *disruptors. The* Shrike's *disruptors have a damage rating of 9, but the gamemaster spends 4 Threat to increase the damage to 11. The* Titan *has a Resistance of 5, which reduces the damage to 6. The* Titan *has 14 of its 17 shields remaining, and this hit reduces the* Titan's *shields to 8. As the* Titan *took enough damage to reduce it to less than half shields, it is* ***shaken****. Because of this, the captain chooses to Brace for Impact, so on the next turn taken by one of the* Titan's *crew, they will be unable to take a major action.*

A **breach** is a trait which represents serious damage to the ship and/or crew, and is associated with the system of the ship struck by the attack or hazard. As a negative trait, its usual effect is to increase the Difficulty of tasks attempted or make some tasks impossible.

SYSTEMS DESTROYED AND CRITICAL DAMAGE

If a single system on your ship suffers a number of **breaches** equal to or greater than half the ship's Scale, the system has been destroyed. When a system has been destroyed, any task which would be assisted by that system automatically fails.

If your ship suffers a number of breaches greater than the ship's Scale, then the ship has suffered **critical damage** and can no longer function. No further actions can be taken if the ship has taken critical damage. If the ship takes any additional breaches, it is **destroyed**.

At the gamemaster's discretion, NPC vessels suffering critical damage are destroyed.

.:REPAIRING DAMAGE

If a ship has suffered breaches, characters can attempt tasks to try to repair the damage. These will not be full repairs, as this would take time and resources not readily available in battle, but starships are designed with redundancies and back-ups and a skilled engineer can reroute around damaged systems to create impromptu solutions.

▷ WARP CORE BREACH IMMINENT!

Catastrophic damage to the engines is a serious matter, increasing the risk of losing containment over the volatile reactors that power the ship. The ships of many cultures, including the Federation, rely on powerful matter/antimatter reactions, which can cause catastrophic explosions if uncontrolled, while the Romulans use a similarly dangerous artificial singularity to power their warp engines.

If a ship suffers critical damage and the ship's Engines system has been destroyed, the reactor suffers a loss of containment and may explode at any moment. Roll a d20 at the end of each round. If you roll higher than the ship's Engineering rating, the reactors explode, destroying the ship, killing all aboard, and inflicting X damage with the Piercing quality to all other ships within Close range, where X is the exploding ship's Scale +1.

This result can be avoided. Characters in Engineering may attempt to *Stabilize the Reactor* or *Eject the Reactor* (though not all ships have the capability to eject their reactors, so their crews may wish to abandon ship instead).

- **STABILIZE THE REACTOR:** This is an extended task, with a Progress track equal to the ship's Engines, and a base Difficulty of 3. Success prevents the reactor from exploding. Common combinations for this include **Daring** or **Control + Engineering**.
- **EJECT THE REACTOR:** This is a **Daring + Engineering** task with a Difficulty of 2. Success means the reactor is successfully ejected. If ejected, continue to roll to see if it explodes; when it does, it will not destroy the ship outright, but all ship, including the one that ejected it, within Close range suffer damage when it detonates.

▷ ALL HANDS, ABANDON SHIP!

If a ship has suffered critical damage, or is otherwise in some other desperate situation it cannot escape, the commanding officer may give the order to **abandon ship**. Starships are fitted with large numbers of escape pods, each of which can hold a small number of crew and allow them to either survive in space for a short while, or to fly to a nearby planet and await rescue. These, along with the ship's complement of shuttlecraft—and if near enough to a planet or allied ship, transporters—allows the ship's crew to evacuate.

Boarding and launching an escape pod requires a *Change Position* minor action, and a **Daring + Conn** task with a Difficulty of 0. Each escape pod is designed to carry four individuals, but can carry up to six if necessary (though more people reduces the life support capabilities of the pod). Launching a shuttle is covered on page 189.

For the rest of the crew, it can be assumed that at least half the personnel on board escaped the ship by the end of the round in which the abandon ship order was given. The other half will leave in the following round. All those who serve or live aboard a starship have been trained and drilled to respond quickly to emergencies.

What happens to the ship and her crew after they've abandoned ship is up to the gamemaster to determine.

▷ LONG-TERM REPAIRS

Completely repairing damage to a starship is a difficult and time-consuming process, but one that most starships from the 23rd century onwards are capable of performing. Widespread use of matter synthesizers and tool replicators enable crews to produce replacement parts and carry out large-scale repairs that were impossible outside of a dedicated dock in the 22nd century.

This can often be handled between adventures, "off-screen" after the end of one mission but before the start of the next. Alternatively, a return to a spacedock for repairs can be used to set up for the next mission, or to introduce a change of pace to an ongoing campaign.

A single breach can be repaired within 6 hours of work. If the repair teams can work undisturbed, no task roll is needed, and the work is completed. If there is peril or time pressure, the gamemaster may ask for a task (normally **Control + Engineering**, with a Difficulty of 3, reduced to 2 if that breach was patched), taking about 6 hours to complete. A ship can carry out a number of simultaneous repairs equal to the ship's Engineering rating.

Being docked at a properly-equipped station or starbase reduces the Difficulty of these tasks by 2 and allows them to be completed in half the half the time. Such repairs are a valuable opportunity for the crew to take shore leave while the work is completed.

> ***EXAMPLE:*** *After clashing with the* U.S.S. Equinox, Voyager *is damaged, with three breaches: "**Hull Breach on Deck 4**", "**Phaser Arrays Offline**", and "**Impulse Engines Offline**". Stranded in the Delta Quadrant,* Voyager *cannot just return to Spacedock for repairs: the crew will need to make these repairs themselves.* Voyager, *by this point, has an Engineering department of 3 and can thus devote three Engineering teams to repairs, enough to work on all three breaches at once. Lt. Torres coordinates her repair teams, making **Control + Engineering** tasks for all three, each with a Difficulty of 2 (having patched the breaches earlier).*

The *Damage Control* major action listed on page 303 is a typical way of repairing a damaged system, representing a character sending a repair team to handle the repairs. However, this is not the only way to repair damage; using the *Change Position* minor action to move elsewhere in the ship, a character can head to the site of the damage and attempt to perform the repairs personally. This is a **Daring + Engineering** task.

Regardless of which method is used, the Difficulty for these actions are set by the breach suffered. This will normally be 2, but will increase by 1 for each additional breach to the same system.

Damage Control removes the penalties imposed by a breach, but cannot remove the breaches that caused those conditions: the repairs patch the breach—sealing off damaged areas, rerouting power and computer connections, and so forth—rather than perform a full repair. As a result, if a damaged system is repaired, and then suffers an additional breach, any existing patched breaches on that system also return. Breaches cannot be fully repaired in combat or during an adventure; instead, such intensive repairs require extensive work, and may take days or more to complete.

STARSHIP COMBAT EXAMPLE 1

The Enterprise *has been attacked and damaged by a Gorn Hunter, and is hidden within the atmosphere of a brown dwarf, unable to see the attacker or be seen by them. There are four player characters on the bridge—Captain Pike, Lieutenant Noonien-Singh, Lieutenant Spock, and Lieutenant Ortegas.*

Each round, Pike, La'an, Spock, and Ortegas receive one turn, and spend their actions controlling Enterprise *from their stations. The Gorn Hunter, a Scale 3 vessel, receives three turns. Spock takes the first turn, spending his action Creating a Trait, Jury-rigged Navigation Sensors, allowing the* Enterprise *to detect the Gorn ship. The gamemaster has the Gorn take one turn to move, and then Keeps the Initiative to use another turn to try to detect* Enterprise, *which fails.*

The gamemaster then hands back to the players: Pike uses the Direct action, ordering Ortegas to move Enterprise *into position above the Gorn ship (the Attack Pattern action), and then keeps the initiative so La'an can deploy a torpedo. The Gorn ship is destroyed.*

STARSHIP COMBAT EXAMPLE 2

The U.S.S. Defiant *is on its way to Earth, but is intercepted by the* U.S.S. Lakota*. At this point in the mission, the player characters have 3 Momentum and the gamemaster has 15 Threat.*

The Defiant *is commanded by Lt. Commander Worf, with Lt. Commander Dax at the helm, Chief O'Brien at operations, and Major Kira at tactical, each of whom get a turn during each round. The* Lakota *is an* Excelsior*-class starship with Exceptional NPCs, and is Scale 5, and thus receives five turns each round.*

The Lakota's *weapons are armed and her shields are up. As the* Defiant *enters weapons range, the crew raises shields and powers up weapons. The gamemaster spends 1 Threat to take the first turn.*

The Lakota *opens fire with her phaser banks. The gamemaster spends 3 Threat to buy two extra d20s. With 4d20, and an assist die from the ship, the gamemaster rolls 6 successes, which hits and generates 4 Momentum, plus 2 bonus Momentum from the* Versatile 2 *quality on the phasers. The gamemaster spends all 6 Momentum to increase damage from 7 to 10.*

The Defiant *has Resistance 6, so the attack inflicts 4 damage, reducing the* Defiant's *shields from 16 to 12.*

The gamemaster spends 2 Threat to Keep the Initiative *and take another turn. The gamemaster spends another 1 Threat to take a second action assisted by the ship's Weapons and spends 1 Threat for an extra d20 on the attack.*

With 3d20 and a ship's assist die, the gamemaster rolls 5 successes, hitting the Defiant *and generating 3 Momentum, plus two extra from* Versatile 2*. The gamemaster spends 4 Momentum to increase the damage to 9, and banks the last point as Threat.* Defiant *takes 3 damage, and her shields are reduced to 9.*

The players decide to fight back. Worf uses the Direct *action, ordering Kira to target the* Lakota's *weapons. It costs 2 Momentum to use the* Direct *action, and Kira spends 1 Momentum to buy an extra d20. Kira rolls 10, 11, and 16, Worf rolls a 1 for his assist, and O'Brien rolls a 13 for the* Defiant's *assist: 5 successes in total, which beats the Difficulty of 2, and generates 3 Momentum.*

The Defiant *deals 8 damage, which Kira spends 2 Momentum—free from the phasers'* Versatile 2 *quality—to boost to 9, and saves the rest for later. After reduction Resistance, the* Lakota's *shields are reduced from 18 to 14.*

As it's still the first round of combat, Worf's ***Quick to Action*** *talent means the player characters can* Keep the Initiative *for free. With that, Dax takes the next action, moving at Impulse to close the distance with the* Lakota*, and taking* Evasive Action*.*

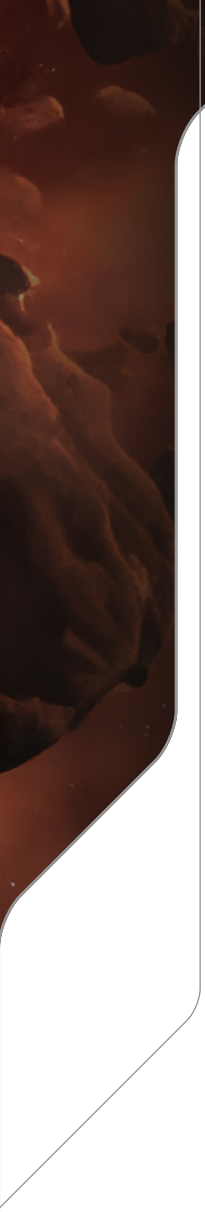
The action passes back to the Lakota*. Once more, the gamemaster spends 1 Threat to take an additional* Weapons *task, firing phasers. Due to Dax's* Evasive Action*, this is now an opposed task. Dax rolls 5 and 13, and O'Brien rolls 4 for the* Defiant's *assist die, and the two score 4 successes total. The gamemaster rolls 13 and 20, plus 1 on the assist die for the* Lakota*, for 3 successes total. As Dax won the opposed task, she moves the* Defiant *an extra space (as per* Evasive Action*), setting up for a new attack run. The gamemaster rules that the complication prevents the* Lakota *from* Keeping the Initiative*, and leaves an opening for the* Defiant *to act.*

O'Brien takes the next turn, rerouting power to weapons. He uses his ***More Power*** *talent as well, spending 2 Momentum to reroute power to Structure. Then, thanks to Worf's* ***Quick to Action*** *talent, he* Keeps the Initiative*, handing the action to Kira, who fires the phase pulse cannons again. She spends 1 Momentum to buy an extra die, as the attack is more difficult this time.*

Kira's roll is exceptional: a 1, 3, and 7, and the ship's assist die is already set to 1 thanks to the rerouted power—7 successes in total. The Difficulty of the attack is increased to 3 due to Dax's Evasive Action*, but Kira still succeeds and generates 4 Momentum. Kira spends all 6 Momentum—2 free from* Versatile 2*, and everything from the task—to boost the damage to 11.*

The Lakota's *shields are reduced to 8. The* Lakota *is* **shaken***, as her shields are now below 50%.*

At this point, all the player characters have taken a turn, but the Lakota *still has two more turns to take. The first doesn't include a major action, as the* Lakota *was* **shaken***. On the second, the* Lakota *contacts Earth. With that, the first round ends.*



CHAPTER 9

GAMEMASTERING

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TOBIAS RICHTER

.:CHAPTER 9.1

MANAGING THE RULES

"ALRIGHT, BUCKOS, PREPARE FOR YOUR TREK AMONGST THE STARS! OH! BEFORE I FORGET–LET'S ROCK AND ROLL!"

- ZEFRAM COCHRANE HOLOGRAM

RODRIGO GONZALEZ TOLEDO

COMMODORE NELLA XEN

Knowing when to ask for tasks, challenges, or extended tasks is a judgment call for you to make as gamemaster. The rules are intended as guidance rather than requirements, and it is always your choice to bend, break, or even abandon certain rules depending on the situation. Sort of like how I approach the Prime Directive, but that's a topic for another day.

EACH ADVENTURE IS COMPOSED OF several scenes, with you and the players all having opportunities to drive the action and determine what happens next. This will play out something like the flowchart detailed below:

NARRATIVE FLOWCHART

DESCRIBE THE SCENE: Describe the scene, based on how previous scenes concluded. It's useful to think about a few key elements: who is present, what is happening, where and when is the scene occurring, and why are these events happening.

ESTABLISH TRAITS: Note any traits applicable to the current scene. This picks out the most significant or most obvious elements of the scene, and provides players with a few obvious things to interact with.

ACT OR REACT: The players tell you what action they want to attempt. This might be handled in a freeform manner, or it might be structured, with a specific player order.

RESOLVE ACTION: With the players, determine the outcome of their selected actions.

NARRATE THE OUTCOME: Respond to the selected actions, describing what happens as a result.

REPEAT: A scene may be complete with only a single action, or the players may wish to take more actions in response to the consequences they've just faced.

END THE SCENE: Once the scene is complete, provide narration to wrap things up and transition to the next scene.

.:FRAMING THE ACTION

It's your responsibility to establish each scene: scenes are the structure within which action happens and provide the shape for the situations characters confront and overcome (or fail to overcome). Consider five core questions about a scene when establishing it. These questions shouldn't take long to answer, and many will have obvious answers, especially as the game progresses.

1. **WHAT?** A scene is not worth playing out unless something of note is happening. This could be a goal of the player characters, the motivations of some adversary, or some event completely independent of either protagonist or antagonist.
2. **WHEN?** Time can be as important as place. This can be absolute, with locations changing at different points in time, but it could also be relative, with the amount of time passed since the previous scene affecting the readiness of adversaries or the aftermath of previous events.
3. **WHERE?** Where a scene occurs defines the terrain and likely occupants. A busy shopping promenade is a different environment to an isolated forest clearing, in terms of terrain and the type of scene likely to occur there.
4. **WHO?** This might be allies, adversaries, bystanders, or a mixture. Consider other characters nearby who aren't present in the scene immediately, but who might arrive—such as reinforcements or characters due to arrive at a specific time.
5. **WHY?** This is also crucial, though you may keep this secret—determining why something is happening can be the players' drive to continue the adventure.

When you establish a scene, you may answer these questions in any way you see fit, but the answers should have a reasonable link to the mission or to the player characters' actions. A scene should follow logically from the scene before it, and most scenes should be driven by the players' decisions as to where to go and what to do.

Things may not always play out as the players desire. There's nothing to prevent you from ambushing the group on the way to another destination or to have the scene involve some factor the players didn't predict.

This balancing act is part of the challenge of being a gamemaster: balancing the players' choices and intentions with the influence of things beyond their control. Too much in favor of players, and the game may seem predictable or lacking challenge; too many things outside of player control may make the players feel like they can't make an impact.

.:ADDING SCENE DETAILS

Once the fundamental questions of the scene are answered, your next job is to flesh out the scene and present it to the players. This has two aspects: **narrative** and **mechanical**, which feed into one another.

The **narrative** side of this is describing what the player characters can perceive—the sights, sounds, smells, tastes, and sensations of being in the scene.

The **mechanical** side relies on that description and builds upon it. The most important details present in the scene are represented as **traits**, as described in *Chapter 7* (page 250). You should point out a few traits for the scene, which serve both as part of the scene description and highlight elements the players might want to interact with or overcome.

Some of these traits may be advantageous or problematic for the player characters, but most traits established at the start of a scene should not inherently favor one side or the other, such as **Crowded Streets** or **Dark** or **Howling Wind**.

.:THREAT

While you don't have to spend Threat for anything you introduce as part of establishing a scene, that doesn't mean Threat should be ignored when you establish a scene. You may wish to consider a few different ways Threat could be gained or used during that scene and establish those possibilities in your scene description. An example might be describing an alarm, which could be triggered to add to Threat, and the fact there are other enemies nearby which could be called in by spending Threat. Alternatively, unstable terrain could be a few points of Threat away from crumbling or collapsing, shifting the scene's terrain.

.:PLAYING THINGS OUT

When the scene begins, players take the lead, and you step back. Where setting scenes is within your control, it is within scenes the characters have an opportunity to shine. Help the players show off their characters,

▷ SCENE FRAMING TRICKS

There are a few methods for you to vary scene framing to produce different effects, feelings, and styles. Using them separately, or in conjunction with one another, can give you more ways to frame new scenes.

- **WHY ARE YOU HERE?** Sometimes a scene begins without a clear idea of why the player characters are there. Asking each player why their character is present can both inform the situation and provide ideas and context you may not have thought of.
- **FRAMING AFTER ARRIVAL:** You do not need to frame a scene with the characters walking in the front door. Often, what the characters want to achieve is already known when the scene is established, so it's sometimes useful to skip the 'empty space' of the scene. Instead of describing the characters arriving, describe them already there or leaving.
- **IN MEDIAS RES:** This is a Latin phrase meaning "in the middle of things". Starting a scene in the middle of the action—during a chase, a gunfight, an intense interrogation, or similar—is an interesting way to shake things up. Used at the start of an adventure, it can also be referred to as a "cold open", especially when combined with "Why Are You Here?". These kinds of scenes will often lead into, or foreshadow, something later, but an alternative type of *In Medias Res* introduction may have nothing to do with the main plot (or appear to have nothing to do with it).

especially if that means confronting those characters with challenging obstacles to overcome and deadly perils to survive. Watching how a character reacts when things are hard is often the most satisfying way to engage with the game and the story.

During a scene, you rely on the actions of NPCs and Threat spends to alter scenes and encounters and respond to player characters' actions. This places the player characters in the center of the action, while giving you the tools to intensify the tension.

Regardless of how the action is resolved, you are responsible for describing what happens next. The situation changes in response to the actions of characters, both those of the player characters and NPCs. You may ask the players for input, especially when the action involves them but you decide how the world around the player characters responds to those actions.

This response can take many forms. The players' actions could see the scene concluded, with the consequences influencing the next scene, or those actions could be one small part of a larger sequence of events, with adversaries and allies taking their own actions, which in turn prompt more actions from the player characters.

Aside from the actions of NPCs, you can influence a scene by spending Threat. These opportunities are often elements of the scene itself, described when the scene is introduced, or created by the actions of characters within the scene.

.: WRAPPING THINGS UP

Concluding a scene is as important as starting a new one; how you end one scene will feed into the start of the next scene.

A scene concludes at a point where there is nothing worthwhile left to do in that place and time. If the players decide they want to leave the area, call for a new scene. If the players haven't anything else to do right now—perhaps they're waiting for the results of analysis, or for repairs to be completed, or they're waiting in place for an enemy to arrive—call for a new scene. If the group is split (perhaps between the ship and an away team) and the action needs to move to another part of the group, call for a new scene.

In most cases, it should be obvious when a scene has ended, as scenes tend to come to a natural conclusion by themselves. You could conclude a scene prematurely by using the *Reversal* Threat spend (page 328), but this should be rare as it is costly.

Concluding a scene often starts with a brief description of the state things are in as the scene ends, especially if the scene is dramatic or action-packed.

You should then ask the players what they want to do next (if they haven't already made their intentions clear). This should provide a direction to take the adventure, even if things don't turn out quite how the players expect.

Alongside this, attend to minor rules "upkeep": remind the players to end any other effects that last until the end of the scene (most complications fall into this category), regain use of the ship's Reserve Power, restore the ship's Shields to full, and remove a point from the Momentum pool (if there is any).

You should also think about the events that took place in the scene, and then consider if any of them have long-term consequences or repercussions, or if there are any threads or elements of the scene which haven't yet been resolved. These may not be immediately relevant in the next scene, but they might impact later scenes, lay the foundation for later adventures, or provide inspiration for complications and uses of Threat in later scenes.

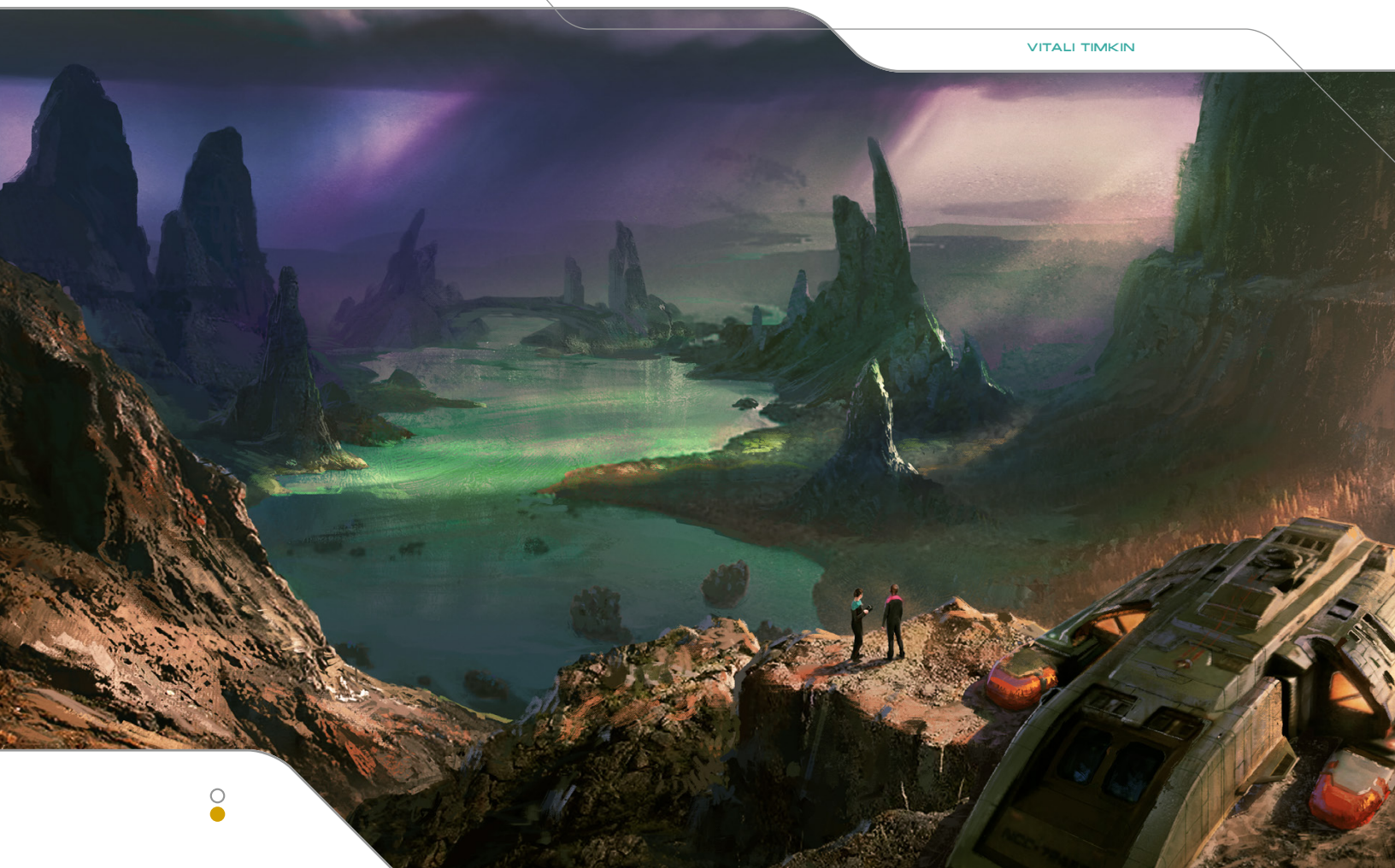
A scene does not need to be lengthy; it does not need to include all or even most of the characters, and it doesn't need to include any dice rolls. A scene could be a brief conversation between two characters or an opportunity for a player to describe what their character is doing during the time between scenes. These scenes can fill in the gaps between the bigger, more complex scenes, and can be valuable opportunities to roleplay, create character depth, and build connections among characters.

TASKS

ALMOST ANY ACTIVITY WHERE THERE IS DOUBT IN the outcome, where failure or complications are interesting, or where the degree of success is important can be regarded as a **task**. A single task represents an activity attempting to succeed despite resistance or conflict. Tasks should be actions completed in a short amount of time: searching for clues, repairing a shuttle, or negotiating with the leaders of an unknown alien culture

.: TASK DIFFICULTY

Difficulty represents how challenging a task is, based on environment, opposition, obstacles, and similar factors. Traits are a key part of this, and while most basic tasks have a Difficulty of 1 or 2, remember you set the final Difficulty, and thus can increase the required number of successes accordingly. If it feels appropriate for a situation to increase the task's Difficulty, you have the freedom to do so. Traits representing hazardous



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environments, obscurity of information, a lack of preparation or appropriate tools, or other problems can all increase the task Difficulty.

Structuring the timing of these Difficulties in a game session can also be a consideration. Starting a scene with a Difficulty 4 or 5 task isn't recommended unless the scene absolutely demands it; there's always the possibility to ramp up task Difficulty as the action progresses, using complications and by spending Threat. Alternatively, if something is necessary for the story to continue, keep the Difficulty low or allow *Success at Cost* to ensure a failed task doesn't stall progress.

If you're in a situation where a task should reasonably be very difficult, but you feel that a high-Difficulty task would hinder play, you can break the task up into a challenge made of several easier tasks. Each task would then provide a partial success but allow the overall problem to still feel challenging. Challenges are detailed more fully on page 332.

Environmental traits adjust the task Difficulty, based on whether they are beneficial in some ways and problematic in others: a heavily-crowded area may make it easier to avoid notice, but it'll make rapid movement more difficult. Think about the circumstances of a scene, taking note of the traits, and judge the Difficulty accordingly.

Finally, make judgements based on the mood and preferences of the players. Few groups enjoy constantly having to beat the odds by facing an abundance of Difficulty 4 or 5 tasks, while some revel in rising to such challenges. If the group has just faced off against a powerful opponent, tension will have been running high, so allowing a few easier tasks will help release that tension, giving players a bit of a break and allowing them to generate some much-needed Momentum. And sometimes players just have a string of unlucky rolls; nobody thinks poorly of a gamemaster who eases off the pressure when the dice are falling badly, if it allows the fun and the story to continue.

.: RISKS, COSTS, AND CONSEQUENCES

A crucial part of adjudicating a task is considering the effects of failure. If the task is to avoid some dangerous effect or situation, the effects of failure are obvious: the character didn't avoid the danger. But in situations where a character is attempting to achieve something, it is important to determine what may happen if they fail to achieve their goal; if there's no cost or consequence for their failure, then why didn't they just succeed automatically?

Risks, costs, and consequences are different ways to express 'what goes wrong'. There's some overlap between the three ideas, but in general, they can be described as follows:

- A **risk** *might* happen because of a task. It isn't guaranteed to happen, but it could occur if the player suffers a complication. It doesn't change whether the task succeeds, but it might change the outcome.
- A **cost** must be paid or faced to get a desired outcome, but can be avoided. This turns up with the option to *Succeed at Cost*, but you may frame a cost for allowing a task to be attempted in the first place.
- A **consequence** *will* happen because of action; it might be the result of a failed task, or it might come automatically if the task is attempted.

When setting the Difficulty for a task, consider what could go wrong. These can naturally serve as inspiration for how to handle any complications that may occur, but can also serve as the result of a failed task. Similarly, if a player wants to attempt something that is particularly tough or challenging, or which shouldn't be too straightforward to attempt, consider a cost for that task.

▷ THREAT AND TASK DIFFICULTY

While traits can have a lasting impact upon the Difficulty of tasks, short-term Difficulty changes can often come about because of Threat spends.

Increasing Difficulty by spending Threat must be completed **before** a player decides to buy bonus d20s for that task: it is unfair to ask a player if they want to buy any dice before choosing to increase the Difficulty.

TRAITS

TRAITS ASSIST YOU WHILE FRAMING A SCENES BY highlighting circumstances that may affect characters in some way, shape, or form. Traits are versatile tools, and a mixture of them is a useful way to establish situations and environments characters can navigate or confront.

A trait is a description of something that has been given mechanical 'weight'—that description can influence the game mechanics. Traits always describe things true about the situation, location, or character, and in turn, if the thing a trait describes stops being true, the trait changes or vanishes. Traits aren't inherently advantageous or problematic, but they have the potential to be either or both. Traits help define what is possible or impossible in a situation, and help you determine how difficult some things are to accomplish.

Traits can:

- Make an activity easier (-1 Difficulty on a task roll)
- Make an activity harder (+1 Difficulty on a task roll, or require a task roll where success would normally be automatic)
- Make an activity possible where it wouldn't be normally possible
- Make an activity impossible where it would normally be possible

In general, +1 and -1 Difficulty are the most commonly-used effects of a trait. You can use a trait to justify various bonuses and penalties as the situation demands; these might be extra damage effects, increased damage or impact to attacks or resistance, increased complication range, heightened consequences, and similar effects. For example, if an enemy has a complication describing a weakness in its defenses, the trait may grant an attacker the *Piercing* damage effect on their attacks.

Removing a trait that makes a task impossible or creating a trait that makes the impossible possible are ways to handle abstract or unusual approaches to problem-solving mechanically, and they can help you and the players add extra impact to unfolding events.

▷ ADJUDICATING TRAITS

Handling traits in play may seem daunting, especially if there are several in play. In practice, however, judging whether (and how) a trait applies can be straightforward. Each trait can be placed into a simple statement, such as the examples below, and if that statement makes sense, it applies. If it doesn't make sense, it doesn't apply.

- Because I am **[character trait]**, this activity is...
- Because of **[situation or Location trait]**, this activity is...
- Because I have a **[equipment trait]**, this activity is...

The end of each of those statements is one of 'easier', 'harder', 'possible', or 'impossible'.

Traits are most often created at the start of a scene, and last for as long as they remain true, which is generally the end of that scene. If the next scene takes place in the same location, traits relating to that location may remain, but ones tied to people, situations, or which are time-sensitive, may change accordingly. Persistent character traits follow the character around, though temporary traits (reflecting minor injuries, emotional states, and similar) may not linger in the same way. Situational traits seldom last long, vanishing after a few rounds in combat, or lasting until the end of the scene.

Potent traits are a collection of traits which have been stacked: this is indicated by a number after the trait's name, which is the trait's **Potency**. A **Dense Smoke 2** trait has twice as much effect on the situation as an ordinary trait, perhaps increasing Difficulty by 2, or having two different effects.

▷ OTHER WAYS TO APPLY TRAITS

Sometimes a trait may need to have a different impact to make the scene play out in a way that feels right. As an option, you could mark a trait as either **beneficial** or **detrimental**:

- A **beneficial trait** might be a prompt to reduce the Momentum cost of an option, or add a special effect when trying to overcome an extended task. A trait representing a group of subordinates might allow a character to perform a task they couldn't attempt alone, or even to perform a task where they aren't personally present (by giving orders to a team).
- A **detrimental trait** might prevent a character from using a specific option (such as stopping them from *Keeping the Initiative* or prevent them from assisting) or reduce Protection or Resistance.

VALUES AND DIRECTIVES

THE VALUES A PLAYER CHOOSES FOR THEIR CHARacter are choices about who that character is. It's your job to put those statements to the test: applying pressure to a particular belief, relationship, or statement of personal identity is how those values are highlighted and emphasized in a story, and the true test of a person's values is when those values may be difficult to hold on to.

Consider making a list of all the main characters' values. Keep that list with your notes during the session—it's a good reference for situations that might crop up organically in play—but make a point of reviewing the list before an adventure begins.

Working through the list to find potential sources of conflict or tension can help interweave the characters' stories into the adventure you're running, consider the following questions:

Are there any values one character has that conflicts with another character in the group? If so, what could put those characters at odds with one another?

- Are there any values where two characters are especially close, they work well together, or their bond is particularly strong? If so, what pressure could this adventure put upon that connection?
- Could an adversary or situation test one of the characters' values? If so, how?
- Does any character have a value which may come into conflict with a Directive present in the adventure?

Asking those questions can help you be more aware of the characters' values during the game itself. Noting down any answers you find can be a useful way to keep those potential conflicts in mind. A handful of opportunities for this kind of dramatic tension is plenty, and if you don't find something that plays to everyone's values in one adventure, prioritize the ones you missed next time: if you ran a doctor-centric episode, then maybe the captain, engineer, or pilot gets the spotlight next time.

.:SOURCES OF CONFLICT

Creating a specific NPC (or adjusting one already provided by the adventure) is an easy way to put pressure on a particular value or connection, as it's a character under your direct control. This could be an adversary, but there's no reason an allied NPC can't be a source of tension for a player character, particularly if they're an old friend, old rival, or a family member.

Reusing an NPC from a previous adventure can be especially fun, particularly if they tie to a longer story thread for that character: Gul Dukat serves in this role for Major Kira in *Deep Space Nine*, and Crewman Daniels does so in a different way for Captain Archer in *Enterprise*.

If a specific faction relates well to a value or connection, then there's little harm in introducing them to the adventure. If the adventure is pre-written to involve Romulans, but one of your player characters has a history with Cardassians, swapping the Romulans out can work, but so might including some minor details about an Obsidian Order agent skulking around.

.:DIRECTIVES

Directives are also a good source of conflict. The point at which a character's deeply-held beliefs clash with their orders is a good source of drama: the realization that a character's beliefs prevent them doing as ordered, or that their values compel them to act in a way that their orders prohibit, is natural drama fuel.

Directives come in two forms:

- **OBJECTIVES:** Any Directive which prompts a specific goal or desired outcome. These instruct the characters in what they have been sent to accomplish. They can come into play most often as an extra way to spend Determination.
- **PROHIBITIONS:** Any Directive which restricts the actions which may be undertaken. These are standing orders, treaties, and other instructions to avoid specific actions. The Prime Directive is an example. These come into play most often as extra ways to *earn* Determination: attempting to take an action prohibited by the Directive can either result in a player suffering a complication or challenging the Directive (and suffering the consequences later), but either outcome comes with an extra point of Determination.

Putting one or more Directives into place signals the shape of the adventure. Each one says, 'Command wants you to do this', or 'Command does not want this to happen'. They aren't hard restrictions, as players can break them if they wish (most often by challenging them), and they don't give specific instructions as to *how* to solve a problem. Rather, they impose either a desired goal or a set of constraints the player characters must work around, compelling them to be creative in solving problems.

THREAT

THREAT IS A MECHANIC THAT CAN BE USED TO raise the stakes of a scene or even a whole adventure. It allows you to alter and manipulate elements in a scene without direct action from NPCs, providing and shaping twists, turns, and challenges for the player characters to overcome.

You begin each adventure with a set amount of Threat based on the number of players in the game, as well as numerous means and opportunities to gain more during play. Each adventure has numerous opportunities to spend that Threat to empower NPCs, change the situation, and create problems for the player characters. In this way, the Threat pool grows and shrinks as characters act and react in each scene.

Threat is a means of building tension—the more Threat, the greater the likelihood something will endanger or imperil the player characters. The player characters don't know how much Threat you have, but their instincts may tell them when something seems too easy, or they may have a feeling when danger draws near, giving them a sense of the peril awaiting them.

As the adventure progresses, you may spend a lot of Threat in one scene, creating a difficult and dangerous situation, but also producing a release of tension afterwards as Threat is now low. Or, you may choose to allow Threat to build over successive scenes, spending little or none of it until a climactic event occurs. In this way, Threat mimics and emulates the rising and falling tension of dramatic storytelling.

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Threat is best thought of as an abstract representation of all the things that might go wrong at any given moment. It's all the unknown variables, and the unfolding conspiracies, and the malign influence of powerful foes, and the clamor of battle, and the chaos that can erupt when tension runs high.

During a scene, Threat is one of two methods by which you can influence events: the other being the actions of NPCs. As a result, it is powerful and evocative if used well, and it is versatile; but, it is also finite, with the quantity often defined by the actions taking place in the scene. But, where some ways of gaining and spending Threat are straightforward and self-explanatory—in any instance where a player character could use Momentum, an NPC can use Threat, for example—others may require more work to use in a satisfying way.

.: FORESHADOWING

It's a good practice to describe ways Threat could be gained, or effects could be triggered by spending Threat, in advance of using them. During the action, you may describe a problem that could occur. By describing this problem in advance, if you use that problem to gain or spend Threat, it doesn't come 'out of nowhere', and thus feels like an organic part of the situation rather than something arbitrary.

Traits can provide a solid basis for this: if a walkway or bridge is unstable, then a trait which reflects that can be ample justification for uses of Threat, and this can easily be included when establishing the scene. During a scene, complications, the effects of failed tasks, or the cost to attempt or succeed at something can all be used as opportunities to introduce new uses for Threat. Another way may be for the adversaries to create a trait, which can serve as foreshadowing.

In addition to making a Threat spend seem natural and fitting, foreshadowing also gives the players a chance to prevent or avoid that problem. This may turn into an extra objective for the player characters to pursue, or they may decide they have too much to do already and ignore that potential problem.

▷ DITHERING

Sometimes players spend time debating a situation and don't spend enough time *doing* things. This can suit some groups fine, but other groups may talk in circles and need a nudge to get them to decide on a course of action.

In these situations, you may choose to announce to the group their debating will add Threat, and if this doesn't stir them to action, add 2 to Threat.

This Threat could be spent right away to change the situation in such a way that makes the players react and gets the game moving again.

.:GAINING THREAT

YOU BEGIN EVERY ADVENTURE WITH A SET AMOUNT of Threat, based on both the number of players and on the underlying tension and danger of the adventure itself. By default, this is **2 Threat** per player, but some adventures may begin with a larger or smaller number:

THREAT FROM THE PLAYER CHARACTERS

A significant source of Threat is the player characters, who can add to Threat in the following ways.

IMMEDIATE MOMENTUM: Whenever a player character uses a Momentum spend listed as **Immediate**, they may choose to pay some or all the cost by adding Threat instead of spending Momentum. Immediate Momentum spends are listed on page 260.

COMPLICATIONS: Whenever a player character suffers one or more complications on a task, they or the gamemaster may choose to add 2 Threat to 'buy off' the complication.

A bit of random chance means there'll often be a trickle of Threat coming from the players over the course of an adventure. You can adjust this by altering the complication range of different tasks (where appropriate).

ESCALATION: You, or the rules, may note specific actions or decisions risk escalation, making a situation more dangerous or unpredictable. If a character performs an action that risks escalation, they immediately add **1 Threat**.

Instances of escalation should be appropriate to the theme and style of the game. However, use of lethal force, or carrying powerful or unusual weapons into a populated area, are both actions that commonly risk escalation. You should declare when an action risks escalation, and then allow the player character to choose whether they wish to continue with that choice: springing an escalation cost on a player after the fact is unfair.

OTHER SOURCES OF THREAT

You have a two other ways of generating Threat, which give additional control over how much Threat is available and how that reflects game events.

THREATENING CIRCUMSTANCES: The environment or situation of a new scene may be threatening or dangerous in some way, adding 1 or 2 Threat when the scene begins. Some NPCs may generate Threat simply by turning up (this is covered by the *Menacing* special ability), in response to changes in the situation (often noted in the NPC's special abilities or talents), or by taking certain actions. Sometimes, the environment may have specific ways of increasing Threat when characters interact with it: an alarm that can be triggered, heavy or dangerous machinery that can be activated, or flammable materials that could burn or explode.

This method is easy to abuse, but it can be fun for the players if used carefully and thematically. Actions and situations that generate Threat are more interesting in play than effects that generate Threat automatically, as they help reinforce a sense of cause-and-effect as well as being something the players can try to interrupt or prevent. Allies with the *Menacing* ability are an interesting idea too: it's a nice compromise for having a powerful ally, as their presence draws attention that helps offset their abilities.

ADVERSARY MOMENTUM: Adversary NPCs with unspent Momentum may spend that Momentum to add to Threat, as they lack a group Momentum pool. Each Momentum spent adds 1 Threat.

This is an important option, as it can allow the players' enemies to build up Threat through their normal actions. A useful trick is to have minions who generate Momentum on their tasks which then gets used by their leader, or to use smaller battles with enemies who dump all their Momentum into Threat rather than spend it on themselves, creating a fight that was 'suspiciously easy' to build up to a later scene.

.: SPENDING THREAT

Your options for using Threat are more diverse and numerous than the ways of generating Threat, and this is deliberate: there are always more things you could use Threat on than there is Threat to spend.

ADVERSARY MOMENTUM: Threat serves in part as a mirror of the players' Momentum pool. Adversary NPCs may spend Threat in all the ways player characters can spend Momentum. It is entirely possible to run an adventure and only use Threat for this purpose, ignoring all the narrative elements of Threat to use it simply as 'evil Momentum'.

ADVERSARY THREAT COSTS: On any action where a player character would be required to add Threat, an NPC performing the same action or making the same choice must spend an equivalent amount of Threat.

ADVERSARY COMPLICATIONS: If an NPC suffers a complication, you may buy off that complication by spending **2 Threat**.

COMPLICATION: You may create a complication by spending **2 Threat**. This must come naturally from the current situation. This can be a useful way to generate complications without waiting for them to occur by chance. Ideal opportunities for this option include failed tasks or from NPC actions (akin to spending Momentum to generate a trait), but as a rule of thumb, a complication should occur only because something happened, rather than appearing out of nowhere.

REINFORCEMENTS: You may bring in additional adversary NPCs during a scene. Minor NPCs cost **1 Threat** each, while Notable NPCs cost **2 Threat**. A starship can be brought in (appearing on long-range sensors, dropping out of warp, or decloaking) by **spending Threat equal to the ship's Scale**. In a conflict, this should happen at the start of a round, with the reinforcements able to act during that round. This does not apply to NPCs who are present at the start of the scene, only additional ones who arrive while the scene is in progress.

This is a powerful tool, in part because it allows you to scale a conflict according to the player characters' abilities and actions on the fly. Justifications for reinforcements are easy to devise—enemies sounding the alarm or spending an action calling for help—and it can be used to refocus an action scene on its objectives rather than simply trying to defeat all the enemies.

ENVIRONMENTAL EFFECTS AND NARRATIVE CHANGES

The options you have for using Threat are not limited to primarily mechanical options discussed earlier. Many of the most potent and dramatic options have a more far-reaching effect than buying extra d20s or altering task Difficulty.

Dramatic scenes often play out in exciting environments, whether crumbling stairs in ancient ruins, the bustling indifference of a busy city, a rocky cliff with waves thundering against the jagged shore, the offices of an orbiting refinery, or even more evocative locations. When describing scenes, you will have already defined what the environment is like, and they should typically aim to have the environment enhance the scene: a scene with an evocative backdrop will be much more memorable and interesting.

Furthermore, you can use Threat to push the environment into motion in some fashion, or by taking obvious elements from the traits and other description, and emphasizing or developing them. You can employ Threat to perform a few different narrative tricks and techniques that can add twists, turns, and other story elements to the game.

Environmental and narrative effects of this sort come in a few distinct categories.

- **Incidental effects cost 1 Threat**, and they appear in play as things such as flickering lights, unstable floors, and thick smoke. These don't cause a significant problem, but it might increase the complication range of a tasks by 1, make some routine action require a Difficulty 1 task when success would normally be automatic, or require a Difficulty 1 task to avoid a problem. The effect applies to a single character when the Threat is spent; extra Threat may be spent to affect additional characters, though it shouldn't affect too many characters at once.
- A **change of circumstances** is more significant, and such an effect should cost at least 2 Threat. An environmental effect like this can be represented by taking an existing location or situation trait, and then replacing it with another trait of the same type (such as going from bright light to **Deep Darkness**), or by adding a new trait that alters the situation in some way, shape, or form. Each trait changed, added, or removed **costs 2 Threat**, and some changes of circumstances could see several traits change in quick succession.

JUSTIN USHER

- **Immediate hazards** inflict Stress suddenly on a single character. This can come from factors like fire, collapsing structures, falling, dangerous chemicals, strange energies, traps, and other perils. The number of points of Threat spent determines how much damage is inflicted, as well as if any damage effects apply. The amount of damage and the damage effects chosen should make sense for the environmental hazard represented: an explosion could have the *Area* effect, while dangerous radiation might have the *Persistent* effect. An immediate hazard applies its effects instantly, but characters or ships affected may attempt a task to resist or avoid the effects, and the easier the hazard is to avoid, the less Threat it costs (to a minimum of 1).
- **Lingering hazards** are effects applied to an area (one zone), which inflict Injury (personal combat) or damage (starship combat) upon anyone within that area, at the start of each round they remain in that area. This may represent something like a raging fire, choking fumes, or deadly radiation. You should **spend Threat** to create this effect when the player characters first become aware of it, though it should still come naturally from the scene description and associated traits. Remember that, while it affects a whole area and potentially multiple characters, cunning players may figure out ways to use it against their enemies.
- **Dividing the group** can complicate the player characters' plans. Perhaps a door slams shut behind part of the group, some of them are beamed away (or left behind), or a section of floor collapses beneath them, or a means of climbing like a ladder or staircase breaks. Whatever happens, some circumstance has contrived to separate the group temporarily. When used, you split the group into two, choosing how many and which characters end up in which part of the group. Then **spend Threat** equal to the number of player characters in the larger of the two parts of the group. The two parts of the group cannot directly interact with one another while divided—though they may still be able to communicate by shouting or using their communicators—and reuniting the group requires some time and effort.

- A **reveal** shows the player characters some fact that they wish wasn't true. This could be an ally betraying them, or it could be the discovery that the situation they're in is an ambush, or that there's a bomb in the room. This sets up a new situation, changing the nature of the scene: perhaps a social conflict or stealthy approach becomes combat, or perhaps there's now a challenge to overcome, or time pressure that applies. **A reveal costs 4 Threat**.
- A **reversal** is a significant turning point or change of fortunes, and you may only use this once per adventure. By **spending 2 Threat per player character present in the scene**, you end the scene immediately, with the situation unresolved. Describe how the situation escalates or deteriorates in a major way—such as an overwhelming number of enemy reinforcements or some other imminent catastrophe—and then end the scene. The reversal cannot be used to harm or kill the player characters directly, only to radically change their circumstances, and the players should be given a few moments to discuss their new situation before you set a new scene.

▷ ENVIRONMENTAL ACTIONS

It may sometimes be useful to set aside a turn every round for the environment to take actions.

The environment isn't doing anything deliberately, but this provides a convenient point at which you can handle those moments where the scene itself adds to or spends Threat for environmental or narrative effects.

> ***EXAMPLE:*** *The action takes place inside a burning building. Each round, the situation adds 2 to Threat, as the state of the building worsens and the fire rages, and the gamemaster can spend Threat to make the fire spread, to cause parts of the ceiling or floor to collapse, to make choking smoke billow out, and so forth. Gaining that Threat and spending it on those effects takes place on a specific turn each round, within the normal action order—so that the situation will get worse.*

.:HAZARD SEVERITY (PERSONAL)

EFFECT	THREAT COST	NOTES
Injury with severity 1	2	Base severity for a hazard
+1 severity	+2	Can be stacked multiple times
Affects all characters in one zone	Multiply total cost by 2	Apply cost modifier from area last. May only apply to Immediate Hazards.
Applies to more than one zone	+3	May only be used with Lingering Hazards.
Does not affect adversaries	+3	May only be used with the Area damage effect or Lingering Hazards.

.:HAZARD DAMAGE (STARSHIPS)

EFFECT	THREAT COST	NOTES
3 damage	2	Base damage for a hazard
+1 damage	+1	Can be stacked multiple times
Area	Multiply total cost by 2	Apply cost modifier from area last. May only apply to Immediate Hazards.
Persistent	+3	
Piercing	+2	
Applies to more than one zone	+3	May only be used with Lingering Hazards.
Does not affect adversaries	+3	May only be used with the Area damage effect or Lingering Hazards.

.:CHAPTER 9.2

EXTENDED TASKS AND CHALLENGES

"SOMEHOW WE HAVE TO GENERATE ENOUGH ENERGY TO GET OUT OF HERE, BUT WE'VE GOT A BOOBY TRAP THAT EATS ENERGY FOR BREAKFAST. HOW DO WE FOOL IT, BLOCK IT, SHUT IT DOWN, ANYTHING?"

- LT. COMMANDER GEORDI LA FORGE

EXTENDED TASKS

EXTENDED TASKS (DETAILED IN chapter 7.2 on page 271) function by applying the game's Stress and injury mechanics to non-combat actions. That is, an extended task is an activity where 'beating' the activity means successfully inflicting damage or Stress to it several times.

An extended task is a pacing tool, designed to slow down and add uncertainty to an activity. They represent activities which take longer than a single task, and create an opportunity for action. If you apply an extended task in the wrong place, your players are likely to see it as just meaningless dice rolling, and they'll likely get bored.

If there is no pressure or peril involved in an extended task, then it would be better as a single task that simply takes a long time to complete, or even just describing how long it takes and moving on. If there are no consequences for failure or for taking too long, don't use an extended task.

- If characters are trying to achieve something complex in a specific amount of time, an extended task is appropriate, so long as the consequences of failure are significant. Defusing a bomb before the timer reaches zero is a classic tense situation, and one well-suited to an extended task.
- If characters are attempting a delicate activity where failure is risky or costly, extended tasks can work well.
- If characters are attempting something complex in a dangerous environment, where merely being in the environment means suffering Stress or risking death, this can make a good extended task.
- If characters are attempting to perform some complex scientific or technical activity during a combat situation, this is an ideal extended task, and one that can be used to give characters less skilled at fighting something important to do during a fight.

These situations all create the necessary second component of an extended task: tension. Because the players cannot know for certain how long the extended task will take, pairing this uncertainty with risk creates tension, which in turn makes each roll meaningful. If each roll means taking damage, then taking too long and needing to make too many rolls could be *deadly*.

RODRIGO GONZALEZ TOLEDO

COMMODORE NELLA XEN

*While many of the more complex problems you'll challenge player characters with can be as varied as the number of planets in the Galaxy, they are usually best presented in the game as either **extended tasks** or **challenges**. This section delves into more detail on using these options in your game.*

PAOLO PUGGIONI

Because an extended task represents the results of several tasks strung together, the overall consequences for failure can be much greater and much more significant than might be the case for a single task. Never spring these consequences on a player unexpectedly: a character (and player) should go into an extended task understanding the risks involved, because it's even more dramatic if the character *knowingly* risks or sacrifices their life.

.:BREAKTHROUGH EFFECTS

When the characters achieve a breakthrough on an extended task, it should trigger some effect which alters the scene in some way. The gamemaster determines the benefit, but the most common include:

- **DIFFICULTY:** The extended task's Difficulty is increased or reduced by 1.
- **HINDRANCE:** The extended task's Resistance is increased or reduced by 1, to a minimum of 0.
- **PROGRESS:** The next roll made against the problem gains +2 Impact.
- **EFFECT ON THE SCENE:** The problem reduces the Difficulty of tasks elsewhere in the scene, or increases the Difficulty of an enemy's tasks.
- **CREATE A TRAIT:** A trait is created, or one is removed or changed. A trait created or altered by an extended task should be more persistent and more difficult to affect than one created by an ordinary task or by Momentum—the extra work involved in the extended task justifies a larger effect.
- **EVENT:** The problem is tied to specific occurrences in the scene, with each breakthrough altering the state of the scene. Perhaps enemies grow more numerous, desperate, or dangerous with each breakthrough until the problem is overcome.

▷ SOCIAL EXTENDED TASKS

In a social conflict, extended tasks can be useful for representing conflict over large matters, such as trade negotiations or peace talks. While these don't necessarily have the same urgency or peril associated with defusing a bomb or preventing a warp core breach, the same principles of consequences and risk can still apply.

A useful trick is to enforce the idea that once you've failed a social task to persuade someone, you cannot attempt it again until you've altered the context in some way. In an extended task, failing a task means that side cannot make any further attempts without doing something different. It may mean the characters need a better offer while negotiating, or to prove they're willing to carry out a threat they made, or something to support the lies they've told.

EXTENDED CONSEQUENCES

JUST AS AN EXTENDED TASK REPRESENTS A PROBlem that needs to be overcome, you can use a modified form of those rules to represent a growing problem that needs to be avoided. A **consequence** is structured in the same way as an extended task, with a couple of minor adjustments:

- A consequence has a **Trouble** track instead of a **Progress** track. This shows how far a situation can be pushed before something bad happens.
- A consequence may have **Resistance**, which represents stabilizing factors that can limit how much impact the characters have. Each point of Resistance reduces Impact by 1.
- A consequence has **Setbacks** instead of **Breakthroughs**.
- Consequences do not have a basic Difficulty. This is because you don't make tasks to affect a consequence, as discussed below.
- Consequences have an **Impact** rating. 3 or 4, but may vary based on circumstances.

Whenever you create a scene with a consequence, define one or more conditions to cause the consequence to worsen: then, apply the Impact rating, marking that many spaces off the Trouble track. The most common of these conditions are likely to be complications on specific tasks, failing certain tasks, taking specific dangerous actions, or certain NPC actions.

.:SETBACKS

Each setback may have a different result depending on what the consequence represents, and a single consequence may have different results for each setback. These results may be one of the following:

- **UNCERTAINTY:** Some tasks associated with the consequence increase their complication range by 1 (i.e., from 20, to 19–20).
- **DIFFICULTY:** Some tasks associated with the consequence become more difficult, adding 1 to their Difficulty.
- **INSTABILITY:** The consequence grows more precarious. This may reduce the consequence's Resistance (if any) by 2 or add 2 to the Trouble rating.
- **ESCALATION:** The setback adds 2 Threat, to be used immediately or saved for some later problem.
- **CREATE TRAIT:** The setback creates a trait which hinders the player characters or helps the enemy.
- **EVENT:** The setback triggers some activity or change in the scene, such as the arrival or departure of specific individuals, a change in enemy tactics, or a new danger, or even inflicting Stress on one of the player characters.

> ***EXAMPLE:*** *The away team is attempting to infiltrate a Romulan research base, and the gamemaster creates a consequence to represent the guards' alertness, and thus the things which make the consequence worsen are failed tasks to move unnoticed, complications on any task, or any noisy or attention-grabbing action. The basic Impact rating is 4, the consequence has a Trouble track of 15, with setbacks on the eighth and twelfth spaces. The Romulans aren't expecting intruders, so there's 2 Resistance because of their relaxed posture. The gamemaster decides the first setback makes the Romulans suspicious, removing the Resistance, while the second setback adds 1 to the Difficulty of any further tasks to move around unseen. Once the track is filled, the alarm is sounded and the Romulans become aware of the intruders.*

.:CONSEQUENCES AND THREAT

While player characters cannot apply Momentum to a consequence—consequences occur outside of the characters' control—you may use Threat to affect a consequence: for each Threat spent (maximum 3), increase the consequence's Impact by 1.

.:USING CONSEQUENCES

Consequences can make for an especially tense scene in a variety of situations, though they should be used sparingly, for situations which are life-and-death, or where the cost of failure is severe.

- Attempting to remain unnoticed in a hostile environment is a natural fit for a consequence. Actions (and failed tasks) which draw attention naturally feed into the consequence.
- Moving through unstable or dangerous terrain, can serve as an interesting consequence. complications

when moving around may disturb the terrain and cause it to collapse further, making progress more difficult or even inflicting Stress.

- Social situations against hostile or easily-provoked foes may face a consequence. Complications or failed tasks may anger or insult them, potentially leading to violence.
- Working on dangerous or restricted technology can serve as an extended consequence, with setbacks representing security protocols and anti-tamper countermeasures being triggered.

These situations can even be combined with an extended task. Extended tasks and consequences can work well together on a single activity with high rewards but considerable risks: each time a character attempts a task towards the extended task, a successful task is rewarded with progress, but failed tasks add to the consequence instead.

CHALLENGES

AN OVERARCHING GOAL OR COMPLEX SITUATION may call for you to present a **challenge**. Challenges are a series of tasks, or even extended tasks, arranged in such a way as the outcome of one influences or allows for another task. A basic challenge should have its **key tasks** described to the players, these tasks being the ones the player characters need to complete before the overall challenge has been overcome. These key tasks can be attempted and completed independently of each other; however, there are a variety of interesting ways to structure challenges, detailed as follows.

.: LINEAR CHALLENGES

Tasks in a linear challenge happen one after the other in a series. The first task must be completed before the second can be attempted, and so on. This is a way of structuring the challenge to give clarity to the players on what they need to do. While it can be a little limiting to player creativity, sometimes situations call for a specific course of action.

.: GATED CHALLENGES

In a gated challenge, the key tasks can only be attempted once specific tasks in the challenge have been completed. This provides the players with some flexibility, allowing them to approach the challenge from several angles, or choose from branching options. When building gated challenges, note your final task or objective in the middle or at the end of your structure, then place the other key tasks around it, indicating what tasks must be completed before the players can move onto the others.

> ***EXAMPLE:*** *Abducted by a Klingon scientist, Doctor Phlox is attempting to cure the virus afflicting the Klingons of the Qu'Vat colony. He's managed to narrow down his work to four different antiviral strains, but it'll take a week to test them all. However, the Klingon High Council plans to wipe out the colony to stop the spread of the virus in a matter of days. The only way to determine the cure fast enough is to test each strain on a different patient. This is a challenge, with five key tasks: four tasks that cover testing each of the antiviral strains, and one task to replicate a cure. The task to replicate a cure can only be attempted once the correct strain has been identified, meaning that all four antivirus testing tasks need to be completed first.*

.: NON-KEY TASKS

Players may want to spend time preparing for a key task, attempting tasks that don't contribute to the key task but instead prepare for it in some way. Use your best judgment to frame the task and its Difficulty. If successful, completing a non-key task could create a helpful trait or remove a hindering one.

> ***EXAMPLE:*** *Phlox has identified the cure for the Qu'Vat colony virus, but the Klingons are impatient and unwilling to wait for a cure. With Captain Archer having turned up to rescue him, Phlox sees an opportunity to speed up creating the cure: a Human host to replicate antibodies faster. Archer accepts the consequences, and Phlox attempts a new task, injecting his captain with the virus. The task succeeds and creates he trait* ***Virus Antibodies****, which makes the Replicate the Cure task easier.*

AUREA FRENIERE

.: TIMED CHALLENGES

Combining the pressure of time, or a deadline, to any of the above structures can add tension to the scenes in which the challenge takes place, and you should always have consequences in mind if time runs out. You should have a clear idea of how many intervals the challenge takes, normally around 2-3 times the number of key tasks, and you should have a good idea of how long that Interval is: half hour, an hour, a day? Once that's framed, keep a track of how long task attempts have taken and how long the player characters have left—and if they aren't aware of that you can build tension by telling them!

Task attempts always take 2 intervals of time, to allow players to reduce that to 1 interval by spending Momentum (though it can also increase due to complications). Also bear in mind that if players wish to prepare for tasks, that will take time, too: don't be afraid to tick off some intervals in the process. Ultimately, a combination of time and the structures above can bring some variety to the game and add in some tension or climax once the final key tasks are being attempted.

> ***EXAMPLE:*** *The* U.S.S. Defiant *is laying a minefield at the mouth of the Bajoran wormhole to prevent Dominion reinforcements coming through. These cloaked, self-replicating mines cannot be activated until the entire minefield is set, and it has taken days to deploy most of the minefield so far. There's about an hour's work left, but a Dominion fleet will enter weapons range in twenty minutes. The gamemaster decides the last of this work is an extended task, but also that it's timed. Each interval is 2 minutes, and the Dominion will arrive after ten intervals. Each overcome task will take two intervals to attempt. The* Defiant *can reduce this to one interval by spending Momentum on successful tasks, but complications might add intervals to a task.*

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CHAPTER 10

INTRODUCTORY ADVENTURE

10.1 "THE GORGON'S GAZE" 336

.:CHAPTER 10.1

"THE GORGON'S GAZE"

"WE TRAVEL LIGHT-YEARS IN HOURS. AND SOMEWHERE OUT THERE IS A PLANET THAT HAS THE DISCOVERY I NEED."

- DOCTOR JOSEPH M'BENGA

RODRIGO GONZALEZ TOLEDO

COMMODORE NELLA XEN

Once your group has created their characters, consider using this short adventure to get a taste for the game and for the Star Trek *universe. This short adventure was designed to introduce you to the core game rules as you play, and can be used as an introductory adventure or a standalone experience.*

TO PLAY THIS SHORT ADVENTURE, you'll need at least two d20s, though having a handful for each player might be helpful. You'll also want counters to keep track of Threat and Momentum.

The adventure text is addressed to the gamemaster, who should familiarize themselves with the material ahead of time. **Players should not read the scenario, to avoid spoilers.**

.:SYNOPSIS

This adventure takes place in the years following the Federation-Klingon War of 2256–2257, with Starfleet renewing their exploratory and scientific endeavors following a period of reconstruction.

The player characters have been dispatched to the Class-M world of Gamma Scorpii V to retrieve **Dr. Liu Yen-Chang**, the lead scientist of a research team embedded there to perform genetic research on the native population in preparation for an upcoming Starfleet anthropological survey. Starfleet has yet to hear from him for over a week since he was scheduled to request transport off-world.

When the player characters encounter Liu, he refuses to leave... as the native population has contracted a deadly disease he is convinced his team's presence caused. Liu insists on verifying or refuting his team's culpability and developing a treatment if they were even inadvertently responsible. The player characters are compelled to intervene out of a duty of care to the planet's people and to ensure all measures of aid are adherent to General Order One.

.:SPOTLIGHT ROLES

Though a medical mystery is a major element of this adventure, this adventure offers opportunities to for other characters to shine.

While combat is not a focus of this adventure, there is an optional combat scene in Act 2 you may add as desired.

DIRECTIVES

IN ADDITION TO THE PRIME Directive, the Directives (page 323) for this mission are:

- Determine why contact was lost.
- If Dr. Liu is unharmed, assist with his lab's dismantling and transport him home.
- If Dr. Liu has fallen to harm, render necessary assistance.

Begin this mission with 2 points of Threat for each player character in the group.

PRELUDE

BEGIN WITH THE PLAYER CHARACTERS ON DOWN-time between duty shifts, allowing the players opportunities to let their characters get acquainted. As the time comes to either return to duty or get some sleep, they are summoned to the ship's briefing room. If any ask the reason, they are informed Starfleet has a new mission for them.

Upon reporting as ordered, a live transmission from Vice Admiral Katarzyna Morozova, which may be read or paraphrased to the players, appears on the main viewscreen:

> *Good evening, everyone, I apologize if I derailed you from retiring for the evening, but a potentially serious situation has arisen on Gamma Scorpii V. And by 'potentially serious,' I mean potential cultural contamination of a pre-warp civilization.* EOC

Alongside the admiral's image appears an image of Gamma Scorpii V and its pertinent details and a photo of Dr. Liu Yen-Chang, a late-40s Human male of East Asian descent with short and greying black hair.

Morozova continues:

> *The Stanford Morehouse Epigenetic Project embedded a team on the planet to conduct inobtrusive genetic sampling of the planet's population, as Starfleet is prepping an anthropological survey. The natives, who call themselves the Voiced, aren't developmentally ready for first contact, but we've engaged the Gorn twice in the sector and we want to know as much as possible about the Voiced should hostilities encroach upon their world.*
>
> *Most of the team have already left. The survey lead, Dr. Liu Yen-Chang, stayed behind to prep their lab for breakdown but his scheduled call for transport off-world is overdue by a week. The radio silence is troubling, both for the doctor's sake and the potential of a General Order One violation. You're to proceed to Gamma Scorpii V to perform a welfare check and, if all's well, bring Dr. Liu home. Keep me apprised. Morozova out.* EOC

ACT I: UNDOING WHAT I HAVE DONE

INVITE THE COMMANDING OFFICER PLAYER TO read the following log entry. If no one chose to play the commanding officer, read it to the group.

> *Stardate 2009.6. We're minutes away from Gamma Scorpii V and have spent the travel time familiarizing ourselves with the Voiced and their culture, which appears largely agrarian and community-minded while operating along a sort of caste system. While I hope direct interaction—even observing General Order One—can be avoided and loss of contact with Dr. Liu can be handily explained, I consider it paramount to conduct this mission prepared for anything.* EOC

.: SCENE 1: PREPARATIONS

Upon arrival near Gamma Scorpii V, the crew may attempt to contact Liu's lab, but receive no response. If the ship's communications officer is a player character, they may attempt an **Insight + Engineering** task assisted by the ship's **Communications + Engineering** at a Difficulty of 1 to determine the lab's communications transceiver is not pinging back and is likely inoperative. This task doubles as an opportunity for the player characters to earn some early Momentum.

Face-to-face contact has thus become the only means of contacting Liu. As the lab is a kilometer or more from any residence or settlement and the Voiced travel solely by walking, disguises are immediately unnecessary, but landing party members may opt to wear native attire as a precaution. If the ship's medical officer is capable of Stanford Morehouse's cosmetic genome-editing process (or able to research it via a **Reason + Medicine** task assisted by the ship's **Computers + Medicine** at a Difficulty of 1), they may alter the landing party's

appearances to match those of the Voiced using Stanford Morehouse's genetic samples.

Once preparations are made, the landing party may transport to the surface by transporter or shuttlecraft. Standard issue equipment is permitted but is to be kept out of sight if contact with the Voiced is expected.

.: SCENE 2: CONTAMINATION

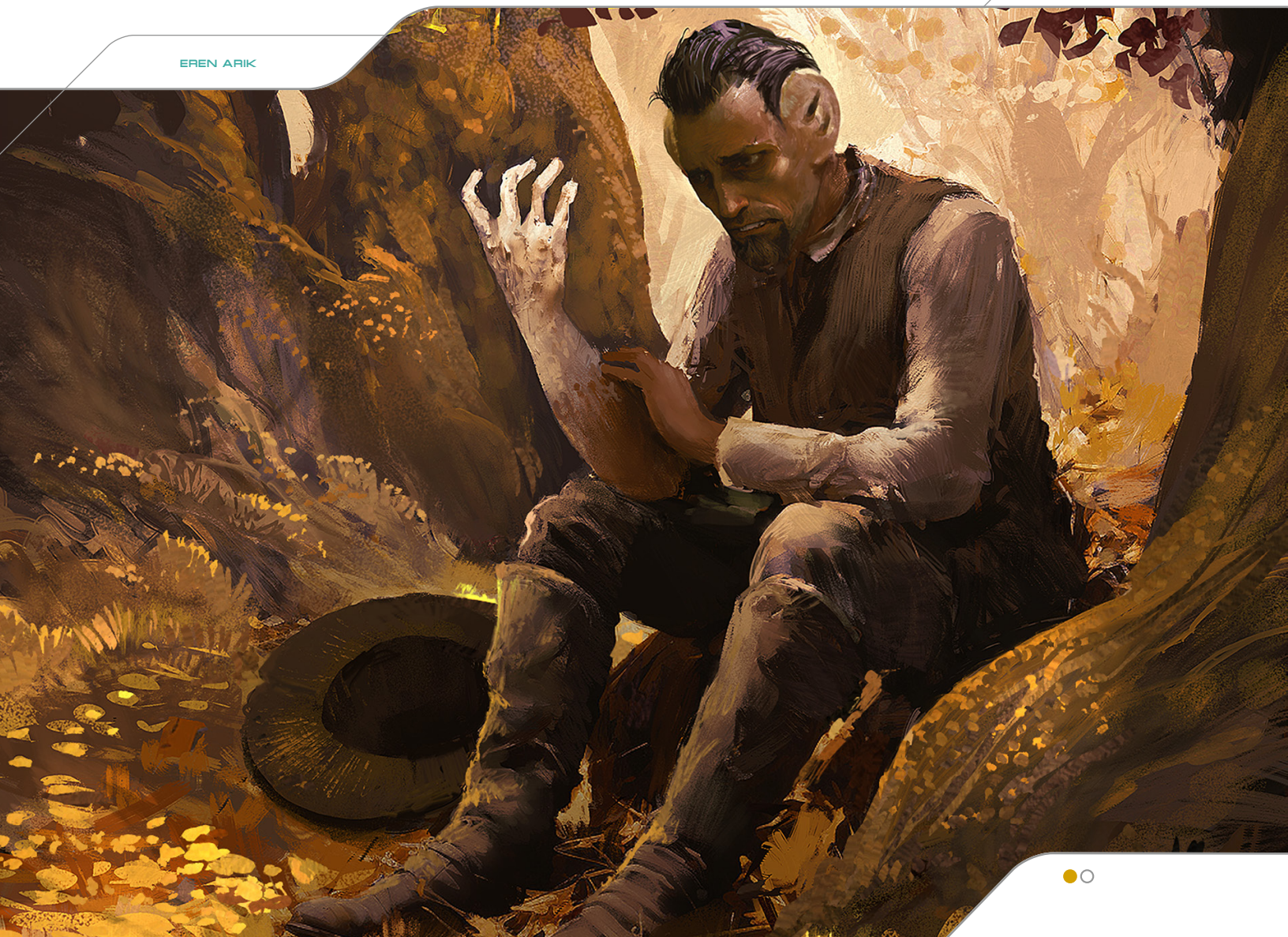
The landing party arrives outside the lab, itself a converted cargo module camouflaged with foliage. Liu then emerges, dismissing any attempt at pleasantries, and tells the player characters he intends to remain on Gamma Scorpii V. Something is killing the Voiced, he explains, and he may be responsible.

Liu invites the landing party inside and explains he stayed behind to monitor his last remaining genome analyses and prepare the lab for teardown. As his analyses would take time, Liu genetically disguised himself and took one last walk through the surrounding forest. During that walk, Liu happened upon a Voiced couple, one of whom was in severe pain, his forearm and hand appearing as immobile, chalk-white stone. When Liu offered help, the afflicted Voiced's partner warned him away, saying that others in their village had fallen similarly ill.

Liu postulated their genetic sampling efforts could have somehow created this disease. He has since been reviewing his team's work product and equipment to prove or disprove their role in the epidemic and develop a cure. If the player characters posit that General Order One prohibits interference, Liu will snap back that his team have already interfered in the worst way imaginable and finding a cure is his only means of setting things right.

The player characters are now duty-bound to at least observe Liu's endeavors if not outright assist while still bound by their mission directives. Liu agrees to leave with them if his team is absolved but asserts he intends to stay if it was and work on a cure.

EREN ARIK



▷ THE VOICED

The Voiced, so named to distinguish themselves from the planet's fauna, are a race of humanoids largely indistinguishable from Humans save for their ears, which appear as partial domes on the sides of their heads, each with a pair of visible auditory canals. They wear clothing made from animal hides and furs and are at a pre-industrial developmental level.

The Voiced place a high value on working towards the betterment of the communities in which they live. Voiced culture is arranged in a system of occupational castes called "tiers":

- The Tier of Creation (artisans, builders, chefs)
- The Tier of Procurement (hunters, gatherers)
- The Tier of Safety (healers, police, military)
- The Tier of Sagacity (lawmakers, scholars)
- The Tier of Service (merchants, hospitality, sanitation)

You may adjust the attribute or department scores to reflect members of different tiers. Bows and knives are more likely to be carried by those in the Tiers of Safety or Procurement.

TYPICAL VOICED

MINOR NPC

TRAITS: Voiced, their tier

PERSONAL THREAT: 0 **PROTECTION:** 0

ATTRIBUTES

CONTROL 09	FITNESS 08	PRESENCE 08
DARING 08	INSIGHT 09	REASON 09

DEPARTMENTS

COMMAND 02	ENGINEERING 01	MEDICINE 01
CONN –	SECURITY 02	SCIENCE –

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Knife:** Melee, Deadly 2, Size 1H, Hidden 1
- **Bow:** Ranged, Deadly 3, Size 2H

TALENTS

- **AGRARIAN:** The Voiced are well-suited to undeveloped environments. The Difficulty of any task attempted in wilderness environments is reduced by 1, to a minimum of 0.
- **COMMUNITY MINDED:** Any task attempted to aid another Voiced may re-roll one d20.

DR. LIU YEN-CHANG

NOTABLE NPC

VALUE: I must atone for what I have inflicted upon the Voiced

FOCUSES: Genetics, Xenobiology

TRAITS: Human, Geneticist

PERSONAL THREAT: 3 **PROTECTION:** 0

ATTRIBUTES

CONTROL 10	FITNESS 07	PRESENCE 08
DARING 09	INSIGHT 09	REASON 11

DEPARTMENTS

COMMAND 01	ENGINEERING 02	MEDICINE 02
CONN 01	SECURITY --	SCIENCE 03

ATTACK

- **Unarmed Strike:** Melee, Stun 2, Size 1H

TALENTS

- **APPLIED RESEARCH:** Once per scene, when Liu attempts a task which relates to information he received earlier that scene from an *Obtain Information* spend, the first bonus die he purchases is free.
- **INDEFATIGUABLE:** When Liu fails a task, and attempts that task again during the same scene, he reduces the Difficulty of the second attempt (and any subsequent attempts if he still fails) by 1.

.: OPTIONAL SCENE: PERMISSION OR FORGIVENESS?

The player characters may report Liu's plight to Vice Admiral Morozova, who immediately cites General Order One but is willing to hear the player characters out. The player characters may simply roleplay this interaction or resolve it with a social conflict task with the player character addressing Morozova rolling their **Daring + Command** against Morozova's **Control + Command** (you can use the statistics for Rear-Admiral Thy'ran on page 354 for Morozova) at Difficulty 1.

If Morozova affirms they fulfill their original Directives, the player characters may either follow orders and extract Liu, much to his vocal displeasure, or defy orders, assist Liu, and deal with the consequences afterward. Should Morozova allow the player characters to assist Liu, she imposes additional mission Directives:

- Help Dr. Liu determine if his team's work caused the disease affecting the Voiced.
- If Liu and his team are blameless, proceed with previous mission directives.
- If Liu's team did cause the disease, assist Liu in researching a treatment or cure for the disease that can be administered without violating General Order One.

ACT 2: FACES AMONG THE CROWD

Our mission to check in on Dr. Liu has become a mission of mercy. Our medical and science departments have been tasked with an all-hands effort in understanding the cause of the disease and a potential treatment for it.

— SOC

.: SCENE 1: WHAT DO WE KNOW?

Liu admits his only first-hand experience of the epidemic came from the couple he encountered in the forest, who he presumes live in a village a few kilometers from the lab. The player characters may visit this village in disguise, but Liu refuses to accompany them for fear his presence could worsen the situation. If the player characters' medical officer did not genetically disguise them to resemble the Voiced for whatever reason, Liu agrees to do so, but insists on first performing medical scans on those intending to travel to the village. If any of the landing party refuses or any of them shows any sign of illness, Liu will plead with them to stay behind; whether they assent is that player's choice.

At this point, the player characters may work towards one of two objectives, or split up to work towards both simultaneously—either travel to the nearby village (as detailed in **Scene 2**) or help Liu research the disease's cause (detailed in **Scene 3**), the latter of which they may do either in Liu's lab or aboard their ship. Whoever goes to the village will have to dress in native attire in tandem with their genetic disguises.

.: SCENE 2: LET'S MEET THE NEIGHBORS

Upon arriving at the village, the player characters find a variety of grass-roofed wooden homes or places of trade, such as a general store, an inn, and shops for various craftspeople. The mood here is subdued, but the villagers nevertheless go about their business. Notably, however, all of them seem to be avoiding the inn.

If the player characters enter any place of business other than the inn or speak to any of the locals, the locals will appear initially hesitant to interact and ask if they have "the chalk." If the player characters ask what the chalk is, the villagers describe the calcification disease and volunteer that dozens of villagers have contracted it and their healers cannot treat it. The afflicted were taken to a converted barn near the village, but ran out of room and had to resort to quarantining the afflicted, including the inn.

If the player characters go to the inn, they find it empty save for the innkeepers, a couple named Shev and Elaani. This is the same couple Liu discovered in the forest, a fact they may surmise by Shev's calcified forearm. If the inn was the player characters' first point of contact upon arrival in the village, Shev and Elaani provide all of the information stated above if asked.

If asked, Shev claims to be otherwise fine but his arm is entirely numb and immobile. He and Elaani were leaving in hopes of escaping infection only for him to exhibit symptoms along the way. Business has vanished since Shev became ill, as he was forced to quarantine. He and Elanni also mention some of the afflicted have

experienced bullying by those who believe the chalk is a form of divine punishment for failing the community.

The conversation ends when Shev suddenly feels pain in his arm; the player characters note the calcification has spread a couple centimeters further up his arm. The player characters have one of two opportunities to obtain information on the chalk, either by surreptitiously scanning Shev, or noticing (with a successful **Reason + Security** task at Difficulty 2) that Shev's arm has shed particulate dust from which they might collect a sample.

After any or all of the above interactions take place, the player characters hear a commotion in the village. If they respond, they see an entirely calcified Voice—frozen in an apparent spasm—being stretchered out of their home.

To the horror of those present, the body crumbles to dust!

.:OPTIONAL SCENE: SOMEONE YOUR OWN SIZE

If you wish to acquaint the players with the game's conflict rules or simply add some action to the proceedings, insert this scene at any time in the village.

The player characters find a group of Voiced menacing a chalk-stricken youngster. The player characters may either warn the group off or engage them in combat if they refuse to back off. The number of player characters present equals that of their adversaries, all of which use the Voiced statistics on page 339. None of them are armed.

No matter how the conflict is resolved, the village constable arrives upon its conclusion and thanks the player characters for their intervention as the stricken youngster is their own child. If the player characters come up short in combat, the constable warns their adversaries off with their bow before extending the same thanks as well as medical aid.

.:SCENE 3: RETRACING STEPS

The player characters assisting Liu may begin by contact tracing the crews of the two Federation vessels that visited them during their embedment, the civilian science vessel *Lederberg* and the *U.S.S. Parmitano.* A review of medical histories yields a notable data point: one member of the *Parmitano*'s landing party, Lieutenant Caleb Murkowski, came down with Delserian bronchitis three days after their visit. Upon seeing the first instance of positive progress, Liu insists on testing the prescribed medication for Delserian bronchitis, phelexynine, on his genetic samples of the Voiced or, if obtained in Scene 2, the sample obtained from Shev.

Unfortunately, Shev's sample does not possess any biochemical markers matching Delserian bronchitis, and phelexynine shows no effect on either sample. With Murkowski's illness eliminated as a catalyst and no other visitors to the planet exhibiting any illness during their presence on the planet, the crew is now at square one in their research. Federation influence as the chalk's cause may have been disproven, which per General Order One means their efforts must cease.

SALVADOR TRAKAL

HAVE ONE OF THE PLAYERS INVOLVED IN THE LANDing party read the following:

> *Our avenues of inquiry linking Dr. Liu's research to the chalk have been seemingly expended. We now find ourselves torn between our duty to provide humanitarian aid to those needing it and our adherence to General Order One, the latter of which states our intervention must end.*

.:OPTIONAL SCENE: PLEADING THE CASE

The player characters may decide that curing the epidemic can still be done while adhering to General Order One and choose to continue their efforts and deal with any ramifications afterwards. If they instead decide to be transparent with Admiral Morozova about their intentions, insert this scene.

Morozova is sympathetic and willing to hear arguments towards continuing the crew's efforts but remains concerned about adhering to General Order One. As with the optional scene in Act 1, this interaction may be roleplayed or handled via social conflict, pitting the player character leading the conversation in a **Reason + Command opposed task** against Morozova's **Control + Command**. If the player character is successful, Morozova permits them to continue. If they fail the social conflict, Morozova still grants permission, though begrudgingly, and with the condition that they continue to attempt to link the chalk to the Federation's activity on the planet to justify the crew's further intervention.

If this interaction is roleplayed rather than resolved with dice rolls, you may choose either of these positions for Morozova depending on how the discussion goes.

.:SCENE 1: STARTING FROM SCRATCH

Liu has grown despondent in the face of their setback. The player characters may attempt to sympathize with him, encourage him to press on, or opt to give him space and work without him.

You may allow the players to discuss next steps in researching the cure, either through role-play or out-of-character discussion. The next step that will lead them to the ultimate solution is the realization they have not yet attempted to match Shev's tissue sample to any other illnesses known to Federation medicine. If they fail to reach that conclusion via discussion, offer any player character involved the opportunity to attempt a **Reason + Medicine** task at Difficulty 1 to spark that thought. You may offer them the opportunity to *Succeed at Cost* (see page 259) if they fail the roll. Liu will perk up and recommend they pursue that avenue.

At this point, the players may attempt to solve this medical mystery via a group challenge (see page 268 for details on group challenges). The **key tasks** are as follows:

TASK 1: MATCH THE PARTICULATE SAMPLE TO KNOWN ILLNESSES

- Run a genetic analysis of Shev's tissue sample and identify any matches with any disease listed in the Starfleet Medical database.
- This is a **Control + Science** task with a Difficulty of 2.
- Success yields a list of matches to over 200 illnesses. The players may continue to Task 2.
- Failure allows the players to *Succeed at Cost*; they may proceed to Task 2, but the analysis lists a broader range of possibilities numbering over 500. This imposes the negative trait, **Imprecise Findings.**

TASK 2: NARROW THE RESULTS

- Posit a means of eliminating all but the most likely possibilities.
- This is a **Reason + Medicine** task with a Difficulty of 2. The Difficulty increases by 1 if the player has the **Imprecise Findings** trait.
- Success alerts the players they can eliminate any disease that could not inflict the chalk's petrification symptoms. Applying these new parameters narrows the possibilities to five specific diseases. The player may continue to Task 3.
- Failure requires the players to attempt Task 2 again.

TASK 3: MATCH THE RESULTS

- Run another comparative analysis to cross-reference the five diseases against the medical histories of all Federation parties that visited the planet.
- This is a **Control + Science** task with a Difficulty of 3.

- Success reveals that, while none of the subjects were stricken with any of the five diseases, Dr. Muneeba Sharif, a crew member aboard the *Lederberg* that interacted with the Voiced in disguise, has a family history and genetic predisposition to one of them, specifically the neurological condition Axanari necrosis. The challenge is completed.
- Failure requires the players attempt Task 3 again.

Per the Starfleet Medical database, Axanari necrosis calcifies lung tissue and can be treated with the aerosolized medication Wylexin-5C. Should the player characters choose to affirm this theory, they may treat Shev's sample with Wylexin-5C, which is on hand in medical stores and able to be synthesized in greater amounts. Upon introduction to the sample, the Wylexin-5C restores pliability to the tissue particles within seconds, proving its viability against the chalk.

Liu is relieved but addresses the salient point of how to administer the medication without further contaminating the Voiced's culture by openly using Federation medical technology. Again, the player characters may ponder their options via discussion in or out of character. A successful **Reason + Medicine** task at Difficulty 2, assisted by the ship's **Computers + Medicine**, will reveal that Wylexin-5C need not be directly introduced into a patient's airway and may be simply inhaled.

The players should be encouraged to develop ideas to administer the medication, though are advised that any plan would have to be performed out of sight, either under cover of night or simply from a surreptitious distance. If they become stuck, allow any player character to attempt a **Daring + Engineering** task at Difficulty 2 and present one or more of the options listed below:

- Fly a shuttlecraft over high-infection areas and "crop-dust" them with Wylexin-5C
- Modify DOT-9 maintenance drones to fulfill the same function
- Construct dispensing devices that can be beamed in, deploy their pharmaceutical payload, and be beamed out

From this point, the player characters may enact whatever plan they choose. Using the shuttlecraft option gives player characters with a piloting background a spotlight role, while developing the automated delivery system or modifying the DOT-9s does the same for engineers. They could conceivably work together towards a joint plan that encompasses elements of any or all of the above options, or any alternative devised by the players.

If the crew is successful in treating the Voiced, any calcification reverses at twice the rate it progressed and eventually vanishes with no lingering effects, much to the Voiced's collective relief. The player characters may choose to return to the surface to check on their recovery firsthand. His guilt assuaged, Liu assents to leaving Gamma Scorpii V and accepts the player characters' help in dismantling the lab if offered.

ENDING THE MISSION

If the crew is unsuccessful in treating the Voiced or unable to determine the cause of the chalk, the crew will be forced to depart Gamma Scorpii V and register the planet with Starfleet as an infectious biohazard site. A heartbroken Liu will resign from Stanford Morehouse and remain on Gamma Scorpii V to continue researching a cure.

If the crew chose to violate General Order One in the performance of their mission, regardless if they succeeded or failed to save the Voiced, the crew is ordered to report to Vice Admiral Morozova at Starbase 18 for a very unpleasant meeting.

.:CONTINUING VOYAGES

IF THE CREW CURED THE CHALK, STARFLEET Command proceeds with their survey of Gamma Scorpii V and may enlist the player characters to participate, giving them more opportunities to study the Voiced. If the crew was unsuccessful, Starfleet Medical may begin their own survey into the Voiced and the chalk and the player characters may be consulted. The crew may also encounter Liu again, with the mission's outcome determining the nature of his work, the course of his life, and his mental well-being.

Whatever the case, the player characters are now free to continue charting their destinies among the stars.

CHAPTER 11

ALLIES AND ADVERSARIES

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CARLOS CABRERA

.:CHAPTER 11.1

NON-PLAYER CHARACTERS

"ALL YOUR PEOPLE MUST LEARN BEFORE YOU CAN REACH FOR THE STARS."

- CAPTAIN JAMES T. KIRK

RODRIGO GONZALEZ TOLEDO

COMMANDER XANTHUS TH'RAVIQ

The universe is populated by more than just your player characters. This chapter details non-player characters (NPCs) and how to build them to be used as allies or antagonists

This chapter also provides statistics for a selection of non-player characters, non-player starships, and an assortment of creatures to use in your missions and campaigns..

NPC CATEGORIES

THE MANY LIFE-FORMS CHARACTERS are likely to face come in many shapes and sizes, and where some are mighty entities that can stand alone against many foes, others function in groups. The following categories exist for NPCs:

- **MINOR NPCs** are rank-and-file personnel and ordinary people. Minors are the usual type of NPC present in a scene. Minor NPCs cannot *Avoid Injury*. Minor NPCs never have focuses or values. They are incidental characters; they don't have dialogue, or speak only a couple of lines, and are present as an extra in the background, or an unnamed foe in a battle.
- **NOTABLE NPCs** are more dedicated and resourceful characters, often with specialist skills and exceptional talents. Notable NPCs can *Avoid Injury* once per scene by spending Threat. Notable NPCs have a few focuses and one value. They might be given a name or speak a few lines of dialogue, or may get specific attention in a tense or action-packed scene.
- **MAJOR NPCs** are leaders amongst their kind, with a wide range of skills and abilities. Major NPCs have no limit on the number of times they can *Avoid Injury* by spending Threat. Major NPCs are named, developed, receive plenty of dialogue in the scenes they appear in, and appear in several scenes. They're treated similarly to player characters in most ways or are the focal point of involved or tense scenes. Some Major NPCs may become recurring allies or adversaries (or both).

.:NPCS AND PERSONAL THREAT

Notable and Major NPCs have **Personal Threat**. This is a separate Threat pool which may only be used on options and abilities affecting that NPC directly. Whenever that NPC spends one or more Threat, they may spend from the gamemaster's Threat pool, their own Personal Threat, or both, in any combination. However, apart from when using their values, an NPC's Personal Threat pool cannot be replenished during a scene. If an NPC appears in multiple scenes, that NPC's Personal Threat is refreshed to full at the start of each scene.

Notable NPCs typically have 3 Personal Threat. Major NPCs tend to have 6 or more Personal Threat.

.:NPCS AND VALUES

NPCs do not have **Determination**. However, some NPCs do have values which they can benefit from. In situations where an NPC's value would apply negatively, the gamemaster adds 3 Threat to that NPC's Personal Threat rather than giving the NPC Determination. Similarly, when their value would be beneficial, the NPC may spend 3 Threat to gain the benefits of spending Determination.

.:ESCALATION

Many NPCs contain options marked **Escalation**. These indicate common variations for that type of NPC that represent response to a greater danger, or which themselves make the NPC more dangerous. When an NPC is brought into a scene, the gamemaster may spend 1 Threat to add one of the Escalation options to one NPC of that type.

THE CAST OF ADVERSARIES

The gamemaster takes on the roles of the various antagonists the player characters encounter. At times, the gamemaster roleplays and resolves actions for those characters, from friendly Starfleet admirals to hostile Klingon aggressors and inquisitive new species.

Roleplaying as a NPC is one direct way to bring stories to life. Villains are often remembered for their deeds in *Star Trek*, from Khan Noonien Singh to the Borg Queen, Garth of Izar to Gul Dukat. But they are also remembered for their personalities, which can be as fun to watch as the players' favorite episode. You don't need to deliver award-winning dialogue, but describing what makes your NPC an individual makes your game come to life.

.:NPCS AS OPPOSITION

Attempting tasks and acting in combat works the same for NPCs as it does for player characters. Taking damage with NPCs and starships, however, is slightly different from the normal rules for player characters and their starships. These rules are streamlined for the gamemaster so you can focus on resolving actions quickly and allow the player characters to have more of the spotlight in scenes and encounters.

NPCs do not have Stress, and cannot *Avoid Injury* or other consequences by taking Stress. NPC rules for injuries and Stress include:

- A **Minor NPC** is instantly defeated upon taking any Injury. A Stun Injury results in the NPC being instantly rendered unconscious. A Deadly Injury results in the NPC's immediate death or disintegration (at the gamemaster's discretion).
- A **Notable NPC** may, once per scene, *Avoid Injury* by spending Threat equal to the severity of the Injury.
- A **Major NPC** may *Avoid Injury* by spending Threat equal to the severity of the Injury. They may do this as many times per scene as they wish, so long as there is sufficient Threat.

▷ NPCS ON EITHER SIDE

Under most circumstances, the rules for NPCs cover adversaries—those who are opposed to the player characters' goals. Most of the time, NPCs whose goals align with those of the player characters require hard-and-fast rules to the same degree as adversarial NPCs.

That isn't always the case, however. And, in some cases, an NPC's goals may shift—at some points making them an ally, while at others making them an opponent. To handle this, use the following guidelines:

- **IF THE NPC IS AN ADVERSARY:** The NPC spends points from the gamemaster's Threat pool to buy Immediate Momentum spends and adds surplus Momentum to the Threat pool instead of having a group Momentum pool. Any instance where a player character would add to Threat, an adversarial NPC spends from Threat instead. NPC abilities that specifically cost Threat remove points from the Threat pool.
- **IF THE NPC IS AN ALLY:** The NPC may add to or spend from group Momentum as the player characters do (the gamemaster may wish to let the players roll for the NPC's tasks and control their Momentum spends). Allied NPCs treat instances where they would add to Threat in the same way player characters do. NPC abilities that specifically cost Threat add points to the Threat pool. Notable and Major NPCs may spend from their Personal Threat instead of adding to the gamemaster's Threat pool.
- **CHANGING ALLEGIANCE:** In any given scene, an NPC is either an adversary or an ally (determined by the gamemaster). This is most likely to be the case where an NPC is regarded as an adversary for some purposes (such as social conflict), and an ally for others (physical challenges). The gamemaster should try to avoid situations where the NPC must be both adversary and ally simultaneously, to minimize confusion.

- **NPC Starships** are defeated in the same way as the players' ship: after suffering more breaches than the ship's Scale, or more breaches to one system than half the ship's Scale.

NPC STARSHIPS

An NPC ship does not have specific crew at individual positions on the bridge. Instead, each NPC vessel has a **Crew Quality** providing the attribute and department ratings needed by the vessel for any given task. NPC crew used in this way are always considered to have an applicable focus.

.:CREW QUALITY

CREW QUALITY	ATTRIBUTE RATING	DEPARTMENT RATING
Basic	8	1
Proficient	9	2
Talented	10	3
Exceptional	11	4

Starships are similar in strength and capabilities to one another; however, certain ships are significantly smaller or less well equipped. A good indication of balance when building a starship combat encounter is the Scale of a ship. Because NPC starships take as many turns as their Scale, a starship with Scale 3 will take about half as many turns as the player characters. With that in mind, having multiple starships with similar Scale to the number of players means you will take two or three times as many turns as the player characters. Caution should be taken in having too many turns, while encounters should be balanced so smaller Scale ships engage the players in groups equaling or exceeding the players' vessel's Scale.

However, there is a limit to this; in any round, each ship may only attempt one task assisted by each system—one task assisted by Weapons, one task assisted by Engines, and so forth—though the gamemaster may spend 1 Threat when the ship takes a turn to ignore this limit *for that turn*.

THREAT AS MOMENTUM

The gamemaster's Threat pool also functions as a pool of Momentum for NPCs, as well as its usual function of allowing the gamemaster to alter the scene or encounter. As such, when NPCs gain excess successes when attempting tasks or attacks, those extra successes can be banked just as Momentum can, on a one by one basis, adding to the Threat pool. You may want to immediately spend that Threat, however, depending on the circumstances.

.:CREATING AN NPC

Several NPCs are presented in the following subchapters. However, you may want to create specific NPCs for a scenario, mission, or even a whole campaign, or modify the NPCs provided in this book and in other ***Star Trek Adventures*** supplements.

MINOR NPCS

Minor NPCs form the rank-and-file members of an organization. They are the nameless extras in missions, as groups to face in an encounter, or as guards for a Notable or Major NPC. If encountered alone, they shouldn't hold up the player characters for long.

To create a Minor NPC:

- Select their species (from those on pages 100-113 or from other sources), adding an appropriate species trait and special rule (if the special rule relates to Stress or Determination, it doesn't apply to NPCs).
- Add a second trait which describes the NPC's job or role.
- Distribute ratings of 9, 9, 8, 8, 7, 7 to their attributes. Then apply modifiers due to their species.
- Choose two departments to set to 2, two departments to set to 1, and leave the other two at 0.
- Add one or two special rules.
- Note any significant equipment. If intended to take part in combat, give them at least one weapon.

NOTABLE NPCS

Notable NPCs are more capable than Minor NPCs, and are often lieutenants to Major NPCs. They are comparable to supporting characters, and, if encountered as a group or with several Minor NPCs, can form a more formidable obstacle and drain the player characters' resources, forcing them to spend Determination or add Threat to overcome them.

To create a Notable NPC:

- Select their species (from those on pages 100-113 or from other sources), adding an appropriate species trait, and special rule (if the special rule relates to Stress or Determination, it doesn't apply to NPCs).
- Add a second trait which describes the NPC's role.
- Add a value which describes the NPC's most deeply held belief or their motivation.
- Give the NPC's most important attribute a rating of 10. Then, distribute ratings of 9, 9, 8, 8, and 7 to their remaining attributes. Finally, apply increases due to the NPC's species.
- Select the NPC's most important department, and give it a rating of 3. Choose two other departments to set to 2, two departments to set to 1, and leave the last one at 0.
- Select two or three appropriate focuses.
- Add two or three special rules, as described on page 350-page 352.
- Give the NPC a Personal Threat pool of 3.
- Note any significant equipment. If intended to take part in combat, give them at least one weapon.

MAJOR NPCS

Major NPCs are the gamemaster's equivalent of a player character. More thought and creativity should be put into creating a Major NPC, giving them names, backgrounds, and qualities comparable to player characters.

To create a Major NPC:

- **CONCEPT:** Decide what role the Major NPC will play in the mission, maybe based on their species, role or position held, or a defining value that governs their personality.
- **CHOOSE THE CHARACTER'S ROLE:** Think about their role in their organization as well as their rank. The Major NPC should command some authority, even if it isn't recognized by an official body.
- **SELECT TRAITS:** Select their species (from those on pages 100-113 or from other sources), adding an appropriate species trait, and special rule (if the special rule relates to Stress or Determination, it doesn't apply to NPCs). Select an additional trait describing the character's role or job. Optionally, add a third that notes some other interesting details about the NPC, such as their reputation.
- **ASSIGN ATTRIBUTE:** Begin every attribute at a rating of 7 and then assign 14 more points. Apply the character's species modifiers as normal, with an upper limit of 12. The Major NPC should have a total of 59 points in attributes.
- **ASSIGN DEPARTMENTS:** Begin every department at a rating of 1 and then assign 10 more points, with an upper limit of 5. The Major NPC should have a total of 16 points in departments.
- **CHOOSE FOCUSES:** Create up to six focuses.
- **CHOOSE TALENTS:** Choose or create four talents or special rules as described on page 350-page 352.
- **CHOOSE VALUES:** Create two to four values.
- **PERSONAL THREAT:** Give the Major NPC a Personal Threat pool of 6, plus 1 for each value.
- **GEAR:** Note any significant equipment. If intended to take part in combat, give them at least one weapon.

NPC SPECIAL RULES

When creating NPCs, you can select talents from the list beginning on page 149, or other special rules from the list below. When the special rule calls for a "particular task" or "acting in a particular way" it is asking for a limiting factor to the rule. For example, the special rule could only apply to Security tasks, or would only apply in circumstances in which the NPC is being threatened by another character.

- **ADDITIONAL THREAT SPENT:** Whenever performing a task with a particular department, the NPC may spend 1 Threat to gain a specific or unique benefit.
- **FAMILIARITY:** Whenever the NPC attempts to perform a particular task, they may reduce the Difficulty by 2, to a minimum of 0.
- **GUIDANCE:** Whenever the NPC assists another NPC in a particular way, they may re-roll their d20.
- **PROFICIENCY:** When performing a particular task, in a specific way, the first bonus d20 is free.
- **SUBSTITUTION:** Whenever the NPC performs a particular task in a particular way, they may use a specified different department instead of the normal department required, and/or may use a specific focus with a different department.
- **THREATENING:** When performing a particular task, or acting in a specific way, and buying additional d20s with Threat, the NPC may re-roll a single d20.

.:SPECIAL RULES

There are also several special rules available to NPCs and creatures that should be used for exceptionally different or alien adversaries.

AMPHIBIOUS

This creature can move on the ground or through the water with ease. Complications normally suffered by a creature moving through an environment in which it is not native are ignored. This special rule can apply to any two environments, such as vacuum and magma, or aquatic and air.

AQUATIC / LIQUID ENVIRONMENT

The being is at home in the water and has physiological structures that allow them to move through liquids with ease. While underwater (or another liquid), the being can move up to two zones with a minor action. The creature cannot drown while in a liquid environment but may do so in a non-liquid environment.

CAMOUFLAGED X

The Difficulty of any task to locate the being is increased by X. The range should be between 1 and 3.

COORDINATION

A group of these creatures can cooperate through communications of some sort, be it sound, sight, or even pheromones. These creatures can create advantages for themselves (complications toward the characters) representing more complex problem-solving and tactics.

ENERGY BASED

The creature's body is made of coherent energy or radiation. They may also emit energy from their skin. This creature's Protection is increased by 2 against energy similar to what it is made of. Additionally, any time another creature makes physical contact with the energy-based creature, it inflicts a Deadly Injury with a Severity of 1.

EXTRAORDINARY ATTRIBUTE X

One or more of the creature's attributes are far beyond the normal range for humanoids. This is indicated by a number, which is added as automatic successes on tasks using that attribute. For example, a creature with **Extraordinary Reason 1** gains one success on all tasks using Reason. Extraordinary attributes will be noted next to the attribute as an extra value in parentheses.

FAST RECOVERY

The creature recovers from stress and injury quickly. At the start of each of its turns, if the creature has one or more Injuries, roll a d20. If you roll equal to or under the creature's Fitness, the NPC immediately removes an Injury. If the NPC has no more Injuries, it immediately ceases to be Defeated.

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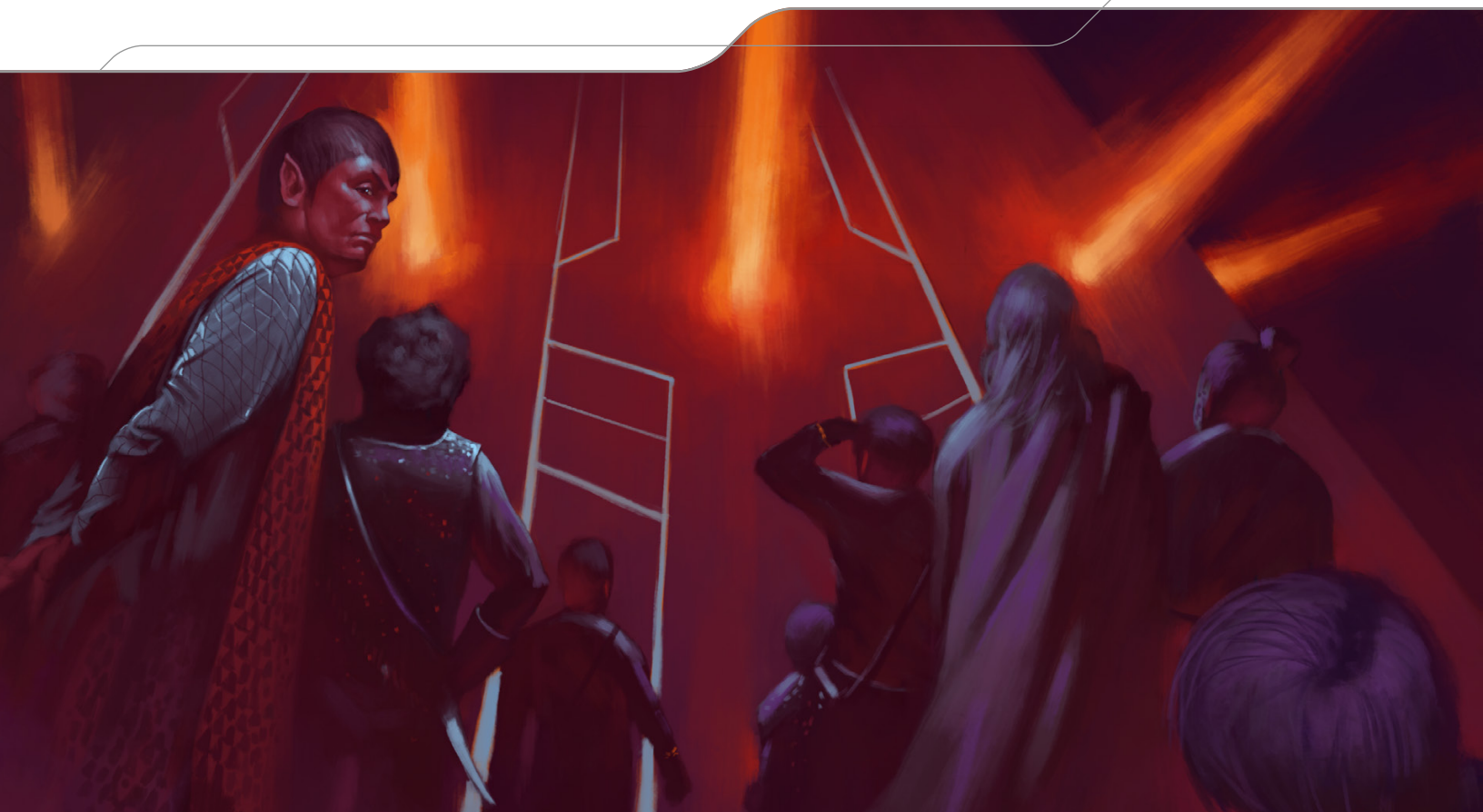


FLIGHT

The creature has the ability to fly through the atmosphere of a planet, or ways of propelling it through the vacuum of space. This creature can move zones horizontally and vertically. In an atmosphere or gravity well, a creature must spend at least a minor action to move each turn or suffer from the effects of falling, but creatures existing in the vacuum of space don't have this restriction. Flying creatures which are stunned or rendered unconscious fall to the ground.

FORMLESS

This creature can contort their body, or change their overall shape drastically. They may be able to escape through small areas, or make themselves appear as something entirely different, creating traits to represent the forms they take.

HYPER-AGILE

The Difficulty to hit the creature with a ranged attack is increased by 1.

IMMUNE TO X

The creature is unperturbed by conditions and effects caused by one of a number of sources of difficulty or hindrance, such as vacuum, extremes of temperature, poison, disease, etc. The most common sources of conditions are described below:

- **COLD:** The creature is unaffected by effects derived from extreme cold, including Stress or Injuries.
- **DISEASE:** The creature is immune to the effects of disease, and will never suffer the symptoms of any disease. If the creature is exposed to a disease, it may become a carrier—able to spread the disease if it is contagious.
- **FEAR:** The creature is incapable of feeling fear, continuing undeterred despite the greatest terror. The creature cannot be intimidated or threatened.
- **HEAT:** The creature is unaffected by effects derived from extreme heat, including Stress or Injuries caused by fire.
- **PAIN:** The creature is incapable of feeling pain, continuing undeterred despite the most horrific Injury. The creature ignores all Stun Injuries, and cannot be Defeated by an attack which inflicts a Stun Injury.
- **POISON:** The creature is unaffected by all forms of poison, venom, and toxin, and cannot suffer Stress or Injuries from them.
- **VACUUM:** The creature suffers no Injuries from being exposed to hard vacuum, or other extremes of atmospheric pressure, and cannot suffocate.

INCORPOREAL

Incorporeal NPCs—also including energy, gaseous, or fluid creatures, and "creatures" composed of a swarm of tiny creatures—are only partially of the physical universe, and they do not fully interact with it physically.

The NPC gains 3 Protection. There may be some form of special energy or radiation-based attack which ignores this Protection, at the gamemaster's discretion. The NPC may move freely through rough or difficult terrain, but they cannot move through larger or heavier physical barriers.

INITIATIVE X

The creature is fast enough to act more than once per round. Unless otherwise noted, creatures have Initiative 1; if they have a higher number, they may take X turns each round.

INTENSIVE TRAINING

Members of this group are given considerable training in a wide range of fields. They have a minimum of 1 in all departments: when creating an NPC with this ability, increase any department with a rating of 0 to 1.

INVULNERABLE

The creature is impervious to harm and cannot be Injured in any way; *Attacks* can be attempted, but it cannot suffer Injuries. This can take different forms, as described below. These variations can be combined.

- **SPECIFIC WEAKNESS:** The creature has a specific weakness—a weak spot, a certain frequency of energy, a certain material—which can overcome its invulnerability. If this weakness is discovered and employed, then the creature can be Injured by *Attacks* which exploit that weakness (this also bypasses the effects of the other Invulnerable variations). The gamemaster's discretion applies as to how the weakness may be discovered.
- **STAGGERED:** The creature cannot be Injured, but it can be slowed down. If the creature would ever suffer an Injury, it instead loses the ability to perform any actions on its next turn. This effect is not cumulative.
- **WRATHFUL:** The creature grows angry when challenged; each time the creature would be Injured, it instead adds 2 Threat.

MACHINE
The creature is not a living being, but a machine, or some form of cybernetic organism. It is highly resistant to environmental conditions, reducing the Difficulty of tasks to resist extremes of heat and cost by 2, and it is immune to the effects of suffocation, hard vacuum, starvation, and thirst.

MENACING X
When a creature with this rule enters a scene, immediately add X Threat. This applies whether the NPC is an adversary or an ally.

MIMICRY
The creature has the capability to mimic a certain sense that it has experienced, such as a parrot mimicking speech, or perhaps a shape-shifting creature appearing as a humanoid they've encountered before.

MULTI-LIMBED
The creature has more than two limbs that it can attack with at once effectively. If it succeeds at an attack, it adds 1 Threat.

MULTIDIMENSIONAL
This creature can move through walls and barriers and avoid simple attacks, as determined by the gamemaster, simply by moving itself out of observable space-time and re-entering it elsewhere.

NATURAL PROTECTION X
The creature has X Protection.

NIGHT VISION
The creature is unaffected by any traits which represent darkness or poor lighting.

RAM
A creature may improve attacks with its horns, claws, or tail to represent gaining momentum through charging forward, spinning, or otherwise putting all it can into the attack. The creature may add the Intense quality to its melee attacks by taking the *Prepare* minor action before attacking.

RESILIENT
Whenever the creature suffers an Injury, roll a d20. If you roll equal to or under the creature's Fitness, that Injury is not inflicted. Do this before deciding to *Avoid Injury*.

SENSE SPECTRUM
These creatures may "see" with X-rays, or hear sounds far too high pitched to often be considered useful. They may "smell" by sensing subspace particles, or even feel where their prey is through detecting the pattern of time surrounding its target.

STURDY
This creature cannot be knocked prone.

THREAT GESTURE
The creature can suddenly rear up on its hind legs and tower over its prey, bellow an intimidating roar, suddenly display brightly colored spines, or even spray noxious juices in defense of itself. Once per encounter, the creature may make an opposed task of **Presence + Command** or **Security**. Characters that tie or fail that task are knocked prone as they backpedal, are startled, or otherwise pause due to a flight-or-fight response.

TOOL USER
While not sentient or self-aware, these creatures have a nervous system advanced enough to be able to manipulate the environment somehow in their favor. These creatures can be taught how to use simple devices or tools, or perhaps can learn through observation.

TOXIC, POISONOUS, OR VENOMOUS
Creatures that by their inherent nature can cause harm to other creatures through toxins they naturally produce or via microorganisms they symbiotically exist with are **Toxic** or **Poisonous**. Creatures that have venom sacks like snakes, or creatures that deliver toxins with an attack, are considered **Venomous**. Regardless of this distinction, a gamemaster can determine what is toxic or venomous about a creature. Any attack against, or by, the creature can have this as an additional trait.

.: CREATURE QUALITIES
Some creatures have attacks or weapons that include **qualities**, much the way character weapons have qualities. See page 241 for the list of weapon qualities.

CHARACTERS

STARFLEET OFFICER

MINOR NPC

A typical Starfleet officer.

TRAITS: Species (add 3 points to attributes based on species), Starfleet Officer

PERSONAL THREAT: 0 **PROTECTION:** 0

ATTRIBUTES

CONTROL 10	FITNESS 08	PRESENCE 09
DARING 10	INSIGHT 08	REASON 09

DEPARTMENTS

COMMAND 01	ENGINEERING 01	MEDICINE 01
CONN 01	SECURITY 01	SCIENCE 01

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Hidden 1, Charge
- **Escalation 1 Phaser Type-2**: Ranged, Stun/Deadly 4, Size 1H, Charge

SPECIAL RULES

- **INTENSIVE TRAINING:** See page 351.

GAMEMASTER NOTE: Add 1 point to two different department ratings to create different types (e.g., +1 to Engineering and Conn for a conn officer).

SECTION 31 OPERATIVE

NOTABLE NPC

A member of Starfleet's secret branch of intelligence, Section 31.

TRAITS: Federation Species (add 3 points to attributes based on species), Starfleet Intelligence Operative

VALUE: The ends justify the means

FOCUSES: Espionage, Infiltration

PERSONAL THREAT: 3 **PROTECTION:** 0

ATTRIBUTES

CONTROL 11	FITNESS 07	PRESENCE 09
DARING 08	INSIGHT 10	REASON 09

DEPARTMENTS

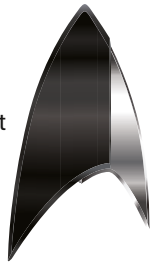
COMMAND 02	ENGINEERING 02	MEDICINE 01
CONN 01	SECURITY 03	SCIENCE 02

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Hidden 1, Charge
- **Escalation 1** Phaser Type-2: Ranged, Stun/Deadly 4, Size 1H, Charge

SPECIAL RULES

- **ADAPTABLE:** A Section 31 operative may spend 2 Threat to gain a single focus for the remainder of the scene.
- **COVERT:** Whenever required to attempt a task to conceal their activities for Section 31—including to maintain their cover identity—they may roll an additional d20.
- **INTENSIVE TRAINING:** See page 351.



CAPTAIN T'MEK

MAJOR NPC

Starfleet captains command most Starfleet starships and space stations, and are responsible for their crews and for executing Starfleet's orders. Captain T'Mek is representative of this type of officer.

TRAITS: Vulcan, Starfleet Officer, Commanding Officer

VALUES: Wisdom is the beginning of logic, not the end
A failure to act can be as dangerous as acting rashly

FOCUSES: Astrophysics, Composure, Diplomacy, Starship Tactics

PERSONAL THREAT: 8 **PROTECTION:** 0

ATTRIBUTES

CONTROL 12	FITNESS 09	PRESENCE 10
DARING 09	INSIGHT 08	REASON 11

DEPARTMENTS

COMMAND 04	ENGINEERING 02	MEDICINE 01
CONN 03	SECURITY 02	SCIENCE 04

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Vulcan Nerve Pinch:** Melee, Stun 3, Size 1H, Intense
- **Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Hidden 1, Charge
- **Escalation 1** Phaser Type-2: Ranged, Stun/Deadly 5, Size 1H, Charge

SPECIAL RULES

- **CONSIDERED EVERY OUTCOME:** When she succeeds at a **Reason + Command** task, T'Mek scores one more Momentum than normal.
- **INTENSIVE TRAINING:** See page 351.
- **NERVE PINCH (VULCAN TALENT):** See page 154.

REAR ADMIRAL THY'RAN

MAJOR NPC

Starfleet admirals command Starfleet assets in entire regions or sectors of space, and often act with great latitude as required. Thyran is representative of this type of officer.

TRAITS: Andorian, Starfleet Flag Officer, Strategist

VALUES: There is no higher calling than to serve
We endure hardship, so that others do not have to

FOCUSES: Endurance, Fleet Strategy and Tactics, Inspiration, Military History

PERSONAL THREAT: 8 **PROTECTION:** 0

ATTRIBUTES

CONTROL 08	FITNESS 09	PRESENCE 12
DARING 11	INSIGHT 09	REASON 10

DEPARTMENTS

COMMAND 04	ENGINEERING 03	MEDICINE 02
CONN 03	SECURITY 03	SCIENCE 01

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-2:** Ranged, Stun/Deadly 4, Size 1H, Hidden 1, Charge

SPECIAL RULES

- **PROUD AND HONORABLE:** Whenever he attempts a task to resist being coerced into breaking a promise, betraying his allies, or otherwise acting dishonorably, he may spend Threat to immediately succeed at the task. The amount of Threat he spends is equal to the task's Difficulty.
- **ACCOMPLISHED STRATEGIST:** Whenever he attempts to create a trait representing a strategy or plan, he may spend 1 Threat to re-roll his dice pool.
- **COUNTER-PLOY:** Whenever an enemy attempts a task to create a trait representing some manner of strategy or tactic, Thyran may spend 1 Threat to increase the Difficulty by 1. Further, if this task then fails, Thyran may immediately spend one additional Threat to create a trait of his own, representing his own stratagem.
- **INTENSIVE TRAINING:** See page 351.

KLINGON WARRIOR

MINOR NPC

A worthy warrior of the Klingon Empire.

TRAITS: Klingon, Warrior

PERSONAL THREAT: 0 **PROTECTION:** 1

ATTRIBUTES

CONTROL 07	FITNESS 10	PRESENCE 09
DARING 10	INSIGHT 07	REASON 08

DEPARTMENTS

COMMAND 01	ENGINEERING 01	MEDICINE –
CONN 02	SECURITY 02	SCIENCE –

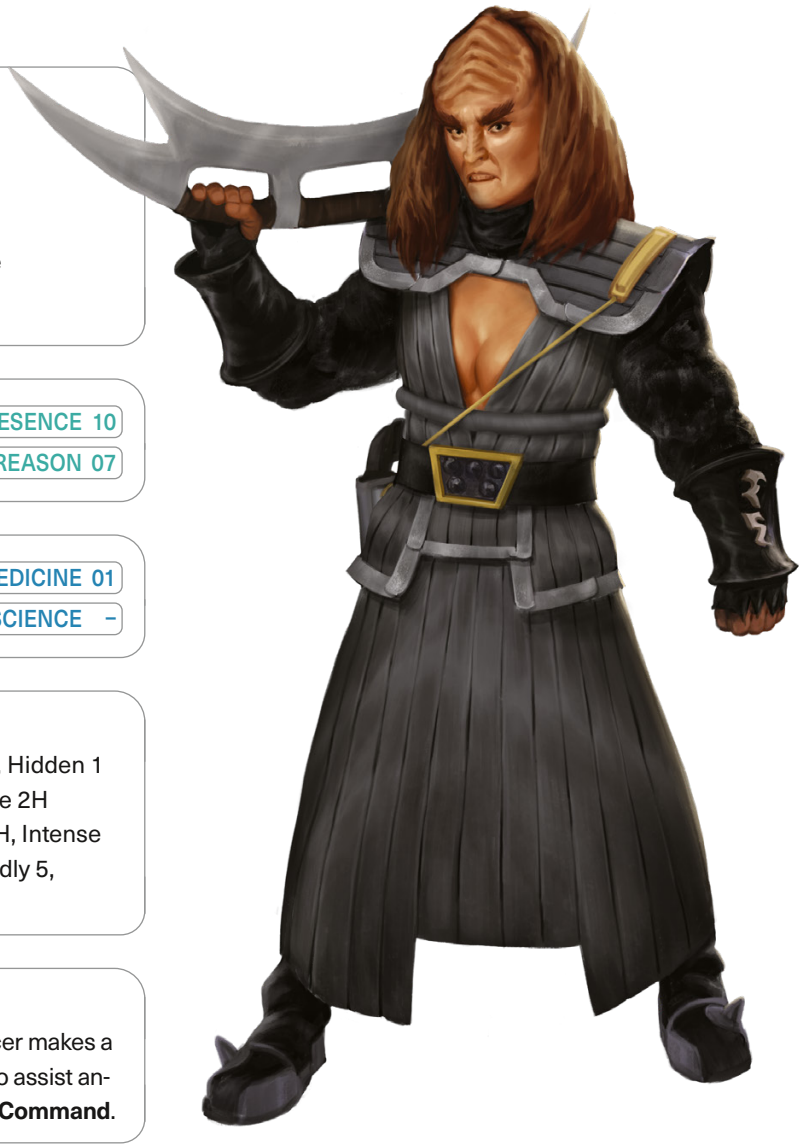
ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- ***D'k tahg* dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Escalation 1 *Bat'leth*:** Melee, Deadly 3, Size 2H
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense

SPECIAL RULE

- **WARRIOR'S SPIRIT:** See page 153.

KLINGON VETERAN



NOTABLE NPC

A battle-hardened Klingon warrior.

TRAITS: Klingon, Warrior

VALUE: Today is a Good Day to Die!

FOCUSES: Hand-to-Hand Combat, Resilience

PERSONAL THREAT: 3 **PROTECTION:** 1

ATTRIBUTES

CONTROL 08	FITNESS 10	PRESENCE 10
DARING 11	INSIGHT 08	REASON 07

DEPARTMENTS

COMMAND 02	ENGINEERING 01	MEDICINE 01
CONN 02	SECURITY 03	SCIENCE –

ATTACKS

- **Unarmed Strike**: Melee, Stun 2, Size 1H
- ***D'k tahg* dagger**: Melee, Deadly 2, Size 1H, Hidden 1
- **Escalation 1 *Bat'leth***: Melee, Deadly 3, Size 2H
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1 Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

SPECIAL RULES

- **WARRIOR'S SPIRIT:** See page 153.
- **LEAD BY EXAMPLE:** When the Klingon Officer makes a successful attack, they may spend 2 Threat to assist another Klingon's next attack with his **Daring + Command**.

MOQ'VAR, SON OF KOLOTH

MAJOR NPC

Klingon commanders guide their ships through the quadrants, seeking honor and glory for themselves and their crews, and resources to benefit the Empire. Moq'var is representative of this type of officer.

TRAITS: Klingon, Commanding Officer

VALUES: There is nothing more honorable than victory
To kill the defenseless is not true battle

FOCUSES: Hand-to-Hand Combat, Intimidation, Resilience, Starship Tactics

PERSONAL THREAT: 8 **PROTECTION:** 1

ATTRIBUTES

CONTROL 09	FITNESS 10	PRESENCE 11
DARING 12	INSIGHT 09	REASON 08

DEPARTMENTS

COMMAND 03	ENGINEERING 02	MEDICINE 02
CONN 03	SECURITY 05	SCIENCE 01

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- ***D'k tahg* dagger:** Melee, Deadly 2, Size 1H, Hidden 1
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1 *Bat'leth*:** Melee, Deadly 3, Size 2H

SPECIAL RULES

- **HARDY:** Moq'var is resilient and can shrug off wounds that would down normal combatants. Moq'var's Personal Threat is increased by +2 (included above).
- **LEAD BY EXAMPLE:** When Moq'var makes a successful attack, they may spend 2 Threat to assist another Klingon's next attack with his **Daring + Command**.
- **WARRIOR'S SPIRIT:** See page 153.

ROMULAN UHLAN

MINOR NPC

A rank-and-file soldier of the Romulan Star Empire.

TRAITS: Romulan, Soldier

FOCUSES: Astrophysics, Composure, Diplomacy, Starship Tactics

PERSONAL THREAT: 0 **PROTECTION:** 0

ATTRIBUTES

CONTROL 10	FITNESS 09	PRESENCE 07
DARING 08	INSIGHT 08	REASON 10

DEPARTMENTS

COMMAND 01	ENGINEERING 01	MEDICINE –
CONN 02	SECURITY 02	SCIENCE –

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Dagger:** Melee, Deadly 2, Size 1h, Hidden 1, Charge
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1 Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

SPECIAL RULES

- **GUILE AND CUNNING:** See page 153.
- **WARY:** See page 154.

ROMULAN CENTURION

NOTABLE NPC

An experienced soldier in the Romulan services.

TRAITS: Romulan, Imperial Navy Officer

VALUE: I will not fail in my duty to the Empire

FOCUSES: Guerilla Tactics, Paranoia

PERSONAL THREAT: 3 **PROTECTION:** 0

ATTRIBUTES

CONTROL 11	FITNESS 09	PRESENCE 07
DARING 09	INSIGHT 09	REASON 09

DEPARTMENTS

COMMAND 03	ENGINEERING 01	MEDICINE –
CONN 02	SECURITY 02	SCIENCE 01

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Dagger:** Melee, Deadly 2, Size 1H, Hidden 1, Charge
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1 Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

SPECIAL RULES

- **GROUP AMBUSH:** When the centurion makes an attack against an enemy who is unaware of their presence, they may spend 2 Threat to increase the severity of this and all other attacks made this round by them and their subordinates by 1.
- **GUILE AND CUNNING:** See page 153.
- **WARY:** See page 154.

MAJOR VEROHK, TAL SHIAR AGENT

MAJOR NPC

Verohk is a member of the Romulan Empire's intelligence arm, the Tal Shiar.

TRAITS: Romulan, Agent of the Tal Shiar

VALUES: The ends justify the means
Everything I do, I do for Romulus

FOCUSES: Deception, Infiltration, Interrogation, Propaganda

PERSONAL THREAT: 8 **PROTECTION:** 0

ATTRIBUTES

CONTROL 11	FITNESS 09	PRESENCE 09
DARING 09	INSIGHT 10	REASON 11

DEPARTMENTS

COMMAND 04	ENGINEERING 03	MEDICINE 02
CONN 02	SECURITY 02	SCIENCE 03

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Dagger:** Melee, Deadly 2, Size 1h, Hidden 1, Charge
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1 Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

SPECIAL RULES

- **GUILE AND CUNNING:** See page 153.
- **SUPREME AUTHORITY:** Whenever a Romulan under Major Verohk's command attempts a task to resist persuasion or intimidation, Verohk may **spend 1 Threat** to allow that Romulan to re-roll, even if Verohk is not present in the scene herself.
- **WARY:** See page 154.

CARDASSIAN SOLDIER

MINOR NPC

Representative of countless Cardassian soldiers protecting Cardassian interests.

TRAITS: Cardassian, Soldier

PERSONAL THREAT: 0 **PROTECTION:** 1

ATTRIBUTES

CONTROL 10	FITNESS 08	PRESENCE 08
DARING 09	INSIGHT 07	REASON 09

DEPARTMENTS

COMMAND 01	ENGINEERING 01	MEDICINE –
CONN 03	SECURITY 02	SCIENCE –

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1 Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

SPECIAL RULES

- **HEALTHY SUSPICIONS:** The Cardassian Soldier may buy their first d20 for free when attempting to determine if someone is lying.
- **LOYAL:** Whenever a Cardassian assists a task performed by someone they deem their superior, they may reroll their assistance die.

CARDASSIAN GLINN

NOTABLE NPC

An experienced and loyal Cardassian soldier with rank and responsibility to lead others.

TRAITS: Cardassian, Military Officer

VALUE: Cardassians did not choose to be superior, fate made us this way

FOCUSES: Military Tactics, Willpower

PERSONAL THREAT: 3 **PROTECTION:** 1

ATTRIBUTES

CONTROL 11	FITNESS 07	PRESENCE 10
DARING 08	INSIGHT 08	REASON 10

DEPARTMENTS

COMMAND 02	ENGINEERING 01	MEDICINE –
CONN 02	SECURITY 03	SCIENCE 01

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1 Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

SPECIAL RULES

- **HEALTHY SUSPICIONS:** The Cardassian Glinn may buy their first d20 for free when attempting to determine if someone is lying.
- **EXPECTS SUCCESS:** Whenever the Cardassian Glinn uses the *Direct* or *Assist* task to aid a subordinate, that task may always *Succeed at Cost*.
- **LOYAL:** Whenever a Cardassian Glinn assists a task performed by someone they deem their superior, they may reroll their assist die.

GUL TREMAK

MAJOR NPC

Cardassian Guls are placed in charge of warships or Cardassian facilities, including the command of occupied colonies or worlds. Gul Tremak is representative of this type of officer.

TRAIT: Cardassian, Military Officer

VALUES: Cardassia expects everyone to do their duty
Knowledge is power, and power is everything

FOCUSES: Debate, Military Tactics, Politics, Willpower

PERSONAL THREAT: 8 **PROTECTION:** 1

ATTRIBUTES

CONTROL 11	FITNESS 08	PRESENCE 12
DARING 09	INSIGHT 09	REASON 10

DEPARTMENTS

COMMAND 04	ENGINEERING 02	MEDICINE 01
CONN 04	SECURITY 02	SCIENCE 02

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Disruptor Pistol:** Ranged, Deadly 4, Size 1H, Intense
- **Escalation 1 Disruptor Rifle:** Ranged, Deadly 5, Size 2H, Accurate, Intense

SPECIAL RULES

- **CULTURED:** When engaged in social conflict, and given an opportunity to speak at length on a subject, Gul Tremak if he purchases any bonus d20s he may re-roll his dice pool.
- **HEALTHY SUSPICIONS:** Gul Tremak may buy their first d20 for free when attempting to determine if someone is lying.
- **LOYAL:** Whenever Gul Tremak assists a task performed by someone they deem their superior they may reroll their assistance die.
- **RUTHLESS:** When Gul Tremak makes an attack against an enemy that was not aware of or prepared for an attack, or against an enemy that is defenseless, he may spend 1 Threat to re-roll any number of d20s in his dice pool.

FERENGI MENIAL

MINOR NPC

Representative of a young Ferengi working their way up into the world, or of a Ferengi lacking the lobes for independent success.

TRAITS: Ferengi, Underling

PERSONAL THREAT: 0 **PROTECTION:** 0

ATTRIBUTES

CONTROL 09	FITNESS 07	PRESENCE 10
DARING 07	INSIGHT 10	REASON 08

DEPARTMENTS

COMMAND 01	ENGINEERING 02	MEDICINE –
CONN 02	SECURITY 01	SCIENCE –

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Hidden 1, Charge

SPECIAL RULE

- **GREED IS ETERNAL:** See page 152.

FERENGI SALESMAN

NOTABLE NPC

An experienced Ferengi with some latinum and prestige to their name, always looking for the next deal to make themselves wealthier.

TRAITS: Ferengi, Merchant

VALUE: First Rule of Acquisition: Once you have their money, never give it back

FOCUSES: Economics, Negotiation

PERSONAL THREAT: 3 **PROTECTION:** 0

ATTRIBUTES

CONTROL 09	FITNESS 07	PRESENCE 10
DARING 08	INSIGHT 09	REASON 08

DEPARTMENTS

COMMAND 03	ENGINEERING 02	MEDICINE –
CONN 01	SECURITY 01	SCIENCE 02

ATTACKS

- Unarmed Strike (Melee, Stun 2, Size 1H)
- Disruptor Pistol (Ranged, Deadly 4, Size 1H, Intense)

SPECIAL RULES

- **GREED IS ETERNAL:** See page 152.
- **NEVER PLACE FRIENDSHIP ABOVE PROFIT:** See page 152.

DAIMON SKEL

MAJOR NPC

A DaiMon is often either an experienced businessman, with large lobes for business, or a military officer with a ship of their own and the will to use it effectively. The most cunning are both. DaiMon Skel is representative of such an officer.

TRAITS: Ferengi, Entrepreneur

VALUES: 48th Rule of Acquisition: The bigger the smile, the sharper the knife
211th Rule of Acquisition: Employees are the rungs on the ladder to success; don't hesitate to step on them

FOCUSES: Bribery, Negotiation, Starship Tactics, Subterfuge

PERSONAL THREAT: 8 **PROTECTION:** 0

ATTRIBUTES

CONTROL 10	FITNESS 08	PRESENCE 11
DARING 11	INSIGHT 10	REASON 09

DEPARTMENTS

COMMAND 04	ENGINEERING 03	MEDICINE 01
CONN 03	SECURITY 03	SCIENCE 02

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H
- **Energy Whip:** Ranged, Stun 4, Size 1H, Intense
- **Phaser Type-1:** Ranged, Stun/Deadly 3, Size 1H, Charge, Hidden 1

SPECIAL RULES

- **FREE ADVICE IS SELDOM CHEAP:** Increase the Difficulty of all social conflict tasks to persuade DaiMon Skel by 2. This Difficulty increase is removed as soon as Skel is offered something in trade.
- **YOU CAN'T MAKE A DEAL IF YOU'RE DEAD:** DaiMon Skel will never make a Deadly attack. Further, when attempting a task to make a deal or persuade an enemy he has previously incapacitated, or an enemy who obviously outmatches him, he may add a bonus d20 to the roll for free.
- **GREED IS ETERNAL:** See page 152.

JEM'HADAR WARRIOR

MINOR NPC

One of countless genetically engineered warriors designed to obey and to follow the Founders' will through their Vorta handlers.

TRAITS: Jem'Hadar, Warrior

PERSONAL THREAT: 0 **PROTECTION:** 1

ATTRIBUTES

CONTROL 08	FITNESS 10	PRESENCE 07
DARING 10	INSIGHT 09	REASON 07

DEPARTMENTS

COMMAND 01	ENGINEERING 01	MEDICINE –
CONN 02	SECURITY 02	SCIENCE –

ATTACKS

- **Unarmed Strike:** Melee, Stun/Deadly 2, Size 1H, Intense
- **Blade:** Melee, Deadly 3, Size 1H
- **Jem'Hadar Plasma Rifle:** Ranged, Deadly 4, Size 2H, Accurate, Debilitating
- **Escalation 1 *Kar'takin*:** Melee, Deadly 3, Size 2H

SPECIAL RULES

- **BRUTE FORCE:** Jem'Hadar add the Intense effect to their Unarmed Strike, and may attack with Deadly force.
- **THE SHROUD:** A Jem'Hadar may spend 1 Threat as a minor action to become virtually invisible, increasing the Difficulty of all tasks to observe, locate, or target the Jem'Hadar by 3. This effect ends when the Jem'Hadar makes an Attack, or takes a minor action to end the effect. The Jem'Hadar loses this ability when deprived of ketracel-white.
- **IMMUNE TO FEAR:** See page 351.
- **IMMUNE TO PAIN:** See page 351.

JEM'HADAR FIRST

NOTABLE NPC

An battle-tested warrior who has seen their share of battle, a Jem'Hadar First is a fearsome opponent on the battlefield.

TRAITS: Jem'Hadar, Warrior

VALUE: We are now dead; we go into battle to reclaim our lives

FOCUSES: Combat Tactics, Hand-to-Hand

PERSONAL THREAT: 3 **PROTECTION:** 1

ATTRIBUTES

CONTROL 09	FITNESS 11	PRESENCE 08
DARING 10	INSIGHT 09	REASON 07

DEPARTMENTS

COMMAND 02	ENGINEERING 01	MEDICINE 01
CONN 02	SECURITY 03	SCIENCE –

ATTACKS

- **Unarmed Strike:** Melee, Stun/Deadly 2, Size 1H, Intense
- **Blade:** Melee, Deadly 3, Size 1H
- **Jem'Hadar Plasma Rifle:** Ranged, Deadly 4, Size 2H, Accurate, Debilitating
- **Escalation 1 *Kar'takin*:** Melee, Deadly 3, Size 2H

SPECIAL RULES

- **BRUTE FORCE:** Jem'Hadar add the Intense effect to their Unarmed Strike, and may attack with Deadly force.
- **THE SHROUD:** A Jem'Hadar may spend 2 Threat as a minor action to become virtually invisible, increasing the Difficulty of all tasks to observe, locate, or target the Jem'Hadar by three. This effect ends when the Jem'Hadar makes an *Attack*, or takes a minor action to end the effect. The Jem'Hadar loses this ability when deprived of ketracel-white.
- **VICTORY IS LIFE:** Whenever a Jem'Hadar First or one of its subordinates inflicts an Injury or achieves an objective, add 1 Threat.
- **IMMUNE TO FEAR:** See page 351.
- **IMMUNE TO PAIN:** See page 351.

TARIS, VORTA OVERSEER

MAJOR NPC

Vorta act as the mouthpieces for the Founders, the leaders of the Dominion. Vorta oversee the Jem'Hadar and command them through threats and through the warriors' dependence on ketracel-white. Taris is representative of the genetically-engineered Vorta.

TRAITS: Vorta, Diplomat

VALUES: I live to serve the Founders
There is nothing I will not do to succeed

FOCUSES: Deception, Diplomacy, Observation, Psychology

PERSONAL THREAT: 8 **PROTECTION:** 0

ATTRIBUTES

CONTROL 09	FITNESS 09	PRESENCE 12
DARING 08	INSIGHT 11	REASON 10

DEPARTMENTS

COMMAND 04	ENGINEERING 02	MEDICINE 02
CONN 03	SECURITY 02	SCIENCE 03

ATTACKS

- **Unarmed Strike:** Melee, Stun 2, Size 1H

SPECIAL RULES

- **IN THE NAME OF THE FOUNDERS:** When using the *Direct* or *Assist* task to command other servants of the Dominion, a Vorta may roll 2d20 instead of 1d20.
- **MANIPULATIVE:** If Taris purchases one or more d20s when attempting a task to deceive or intimidate another, she may re-roll her dice pool.

JOSHUA CALLOWAY

.:CHAPTER 11.3

STARSHIPS

CONSTITUTION-CLASS

In the 23rd century, Constitution-class vessels were Starfleet's primary exploration vessels. The following represents a standard starship of the class.

CREW QUALITY: Talented (Attribute 10, Department 3)
MISSION PROFILE: Multirole Explorer

TRAITS: Federation Starship, *Constitution* class

SCALE: 4 **RESISTANCE:** 3

SHIELDS (14): ☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 07
COMPUTERS 08	SENSORS 08	WEAPONS 07

DEPARTMENTS

COMMAND 03	ENGINEERING 02	MEDICINE 02
CONN 02	SECURITY 03	SCIENCE 03

ATTACKS

- **PHASER BANKS**: Energy, Medium, Damage 6, Versatile 2
- **PHOTON TORPEDOES:** Torpedo, Long, Damage 4, High Yield
- **TRACTOR BEAM (STRENGTH 3)**

TALENTS

- **IMPROVED HULL INTEGRITY:** See page 223.
- **MODULAR LABORATORIES:** See page 224.
- **REDUNDANT SYSTEMS (ENGINES):** See page 225.
- **RUGGED DESIGN:** See page 225.

SPECIAL RULE

- **SAUCER SEPARATION:** See page 196.

GALAXY-CLASS

In the mid-24th century, *Galaxy*-class vessels were designed to be deep space explorers and often served as an admiral's flagship. The following represents a standard starship of the class.

CREW QUALITY: Talented (Attribute 10, Department 3)
MISSION PROFILE: Multirole Explorer

TRAITS: Federation Starship, *Galaxy* class, A City in Space

SCALE: 6 **RESISTANCE:** 5

SHIELDS (18): ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SYSTEMS

COMMS 09	ENGINES 10	STRUCTURE 10
COMPUTERS 10	SENSORS 10	WEAPONS 10

DEPARTMENTS

COMMAND 03	ENGINEERING 02	MEDICINE 03
CONN 02	SECURITY 02	SCIENCE 03

ATTACKS

- **PHASER ARRAYS**: Energy, Medium, Damage 8, Versatile 2, Area **or** Spread
- **PHOTON TORPEDOES**: Torpedo, Long, Damage 5, High Yield
- **TRACTOR BEAM (STRENGTH 5)**

TALENTS

- **ADVANCED RESEARCH FACILITIES:** See page 219.
- **HIGH-RESOLUTION SENSORS:** See page 223.
- **IMPROVED POWER SYSTEMS:** See page 223.
- **MODULAR LABORATORIES:** See page 224.
- **REDUNDANT SYSTEMS (STRUCTURE):** See page 225.
- **SECONDARY REACTORS:** See page 225.

SPECIAL RULES

- **ABUNDANT PERSONNEL:** See page 196.
- **SAUCER SEPARATION AND RECONNECTION:** See page 196.

D7 BATTLECRUISER

In the 23rd century, the D7 battlecruiser was the mainstay of the Klingon Defense Force.

CREW QUALITY: Proficient (Attribute 9, Department 2)

MISSION PROFILE: Battlecruiser

TRAITS: Klingon Starship, Symbol of Klingon Unity

SCALE: 4 **RESISTANCE:** 3

SHIELDS (17): ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 08
COMPUTERS 07	SENSORS 07	WEAPONS 10

DEPARTMENTS

COMMAND 02	ENGINEERING 02	MEDICINE 01
CONN 03	SECURITY 05	SCIENCE 02

ATTACKS

- **DISRUPTOR CANNONS:** Energy, Close, Damage 8, Intense
- **PHASER BANKS**: Energy, Medium, Damage 7, Versatile 2
- **PHOTON TORPEDOES**: Torpedo, Long, Damage 5, High Yield
- **TRACTOR BEAM (STRENGTH 3)**

TALENTS

- **BACKUP EPS CONDUITS:** See page 220.
- **CLOAKING DEVICE:** See page 220.
- **FAST TARGETING SYSTEMS:** See page 223.
- **RUGGED DESIGN:** See page 225.

B'REL-CLASS BIRD OF PREY

The *B'rel* class is one of the most common types of Klingon scout or raider encountered in the Alpha and Beta Quadrants.

CREW QUALITY: Proficient (Attribute 9, Department 2)

MISSION PROFILE: Patrol

TRAITS: Klingon Starship, *B'rel* class, Bird of Prey, Agile Raider

SCALE: 3 **RESISTANCE:** 3

SHIELDS (15): ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐

SYSTEMS

COMMS 08	ENGINES 09	STRUCTURE 07
COMPUTERS 07	SENSORS 08	WEAPONS 09

DEPARTMENTS

COMMAND 01	ENGINEERING 01	MEDICINE 02
CONN 04	SECURITY 05	SCIENCE 02

ATTACKS

- **DISRUPTOR CANNONS:** Energy, Close, Damage 7, Intense
- **PHOTON TORPEDOES:** Torpedo, Long, Damage 5, High Yield
- **TRACTOR BEAM (STRENGTH 2)**

TALENTS

- **CLOAKING DEVICE:** See page 220.
- **FAST TARGETING SYSTEMS:** See page 223.
- **HIGH-RESOLUTION SENSORS:** See page 223.

SPECIAL RULE

- **LANDING GEAR:** See page 196.

T'LISS-CLASS BIRD OF PREY

The *T'Liss* class was the primary scout ship type of the 23rd century Romulan Navy.

CREW QUALITY: Talented (Attribute 10, Department 3)

MISSION PROFILE: Pathfinder and Reconnaissance Operations

TRAITS: Romulan Bird of Prey, Experimental

SCALE: 4 **RESISTANCE:** 3

SHIELDS (14): ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐

SYSTEMS

COMMS 06	ENGINES 08	STRUCTURE 07
COMPUTERS 08	SENSORS 09	WEAPONS 09

DEPARTMENTS

COMMAND 02	ENGINEERING 03	MEDICINE 01
CONN 04	SECURITY 03	SCIENCE 02

ATTACKS

- **DISRUPTOR BANKS**: Energy, Close, Damage 7, Intense
- **PLASMA TORPEDOES**: Torpedo, Long, Damage 7, Calibration, Cumbersome, Persistent
- **TRACTOR BEAM (STRENGTH 3)**

TALENTS

- **CLOAKING DEVICE:** See page 220.
- **ELECTRONIC WARFARE SYSTEMS:** See page 222.
- **IMPROVED REACTION CONTROL SYSTEM:** See page 224.
- **REDUCED SENSOR SILHOUETTE:** See page 225.

SPECIAL RULE

- **PROTOTYPE:** See page 216.

D'DERIDEX-CLASS WARBIRD

The mainstay of the mid-to-late 24th century Romulan fleet, the *D'Deridex*-class warbirds were more than a match for most Federation and Klingon starships of the time.

CREW QUALITY: Talented (Attribute 10, Department 3)

MISSION PROFILE: Espionage and Intelligence

TRAITS: Romulan Starship, Imposing

SCALE: 6 **RESISTANCE:** 6

SHIELDS (21): ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐☐☐☐

SYSTEMS

COMMS 09	ENGINES 10	STRUCTURE 11
COMPUTERS 10	SENSORS 11	WEAPONS 09

DEPARTMENTS

COMMAND 03	ENGINEERING 02	MEDICINE 01
CONN 02	SECURITY 04	SCIENCE 03

ATTACKS

- **DISRUPTOR BANKS**: Energy, Medium, Damage 9, Intense
- **PLASMA TORPEDOES**: Torpedo, Long, Damage 7, Persistent, Calibration, Cumbersome
- **TRACTOR BEAM (STRENGTH 5)**

TALENTS

- **CLOAKING DEVICE:** See page 220.
- **ELECTRONIC WARFARE SYSTEMS:** See page 222.
- **FAST TARGETING SYSTEM:** See page 223.
- **IMPROVED DAMAGE CONTROL:** See page 223.
- **REDUCED SENSOR SILHOUETTE:** See page 225.
- **SECONDARY REACTORS:** See page 225.

SPECIAL RULE

- **ABUNDANT PERSONNEL:** See page 196.

GALOR-CLASS CRUISER

The main battle cruiser of the Cardassian navy, a bit dated as of the mid- 24th century, but capable enough to suppress most resistance.

CREW QUALITY: Proficient (Attribute 9, Department 2)

MISSION PROFILE: Patrol

TRAITS: Cardassian Starship, Galor class

SCALE: 4 **RESISTANCE:** 3

SHIELDS (16): ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐

SYSTEMS

COMMS 09	ENGINES 09	STRUCTURE 08
COMPUTERS 08	SENSORS 08	WEAPONS 09

DEPARTMENTS

COMMAND 02	ENGINEERING 02	MEDICINE 02
CONN 03	SECURITY 04	SCIENCE 02

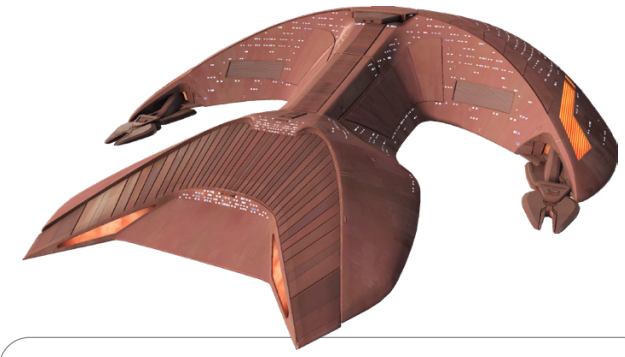
ATTACKS

- **PHASER BANKS**: Energy, Medium, Damage 7, Versatile 2
- **DISRUPTOR SPINAL LANCE**: Energy, Long, Damage 9, Intense, Cumbersome
- **TRACTOR BEAM (STRENGTH 3)**

TALENTS

- **HIGH-RESOLUTION SENSORS:** See page 213.
- **RUGGED DESIGN:** See page 214

D'KORA-CLASS MARAUDER



In the 24th century, the *D'Kora* class was the largest Ferengi starship in the Ferengi navy, though a number were sold to independent merchant-captains as well.

CREW QUALITY: Proficient (Attribute 9, Department 2)

MISSION PROFILE: Flagship

TRAITS: Ferengi Marauder, D'Kora class, The Best Latinum Can Buy

SCALE: 5 **RESISTANCE:** 5

SHIELDS (18): ☐☐☐☐☐☐☐☐☐☐ ☐☐☐☐☐☐☐☐

SYSTEMS

COMMS 09	ENGINES 10	STRUCTURE 10
COMPUTERS 08	SENSORS 09	WEAPONS 07

DEPARTMENTS

COMMAND 04	ENGINEERING 03	MEDICINE 01
CONN 01	SECURITY 03	SCIENCE 03

ATTACKS

- **PHASER BANKS**: Energy, Medium, Damage 7, Versatile 2
- **DISRUPTOR BANKS**: Energy, Medium, Damage 7, Intense
- **ELECTROMAGNETIC CANNON:** Energy, Close, Damage 8, Dampening, Piercing
- **TRACTOR BEAM (STRENGTH 4)**

TALENTS

- **ADVANCED SHIELDS:** See page 219.
- **DELUXE GALLEY:** See page 221.
- **DIPLOMATIC SUITES:** See page 221.
- **ELECTRONIC WARFARE SYSTEMS:** See page 222.
- **HIGH-RESOLUTION SENSORS:** See page 223.

JEM'HADAR ATTACK SHIP

The primary fighter of the Dominion, used by the Jem'Hadar to strike fear into the hearts of their adversaries.

CREW QUALITY: Talented (Attribute 10, Department 3)

TRAIT: Dominion Warship

SCALE: 3 **RESIDENCE:** 2

SHIELDS (13): ☐☐☐☐☐☐☐☐☐☐☐☐☐

SYSTEMS

COMMS 07	ENGINES 08	STRUCTURE 06
COMPUTERS 07	SENSORS 10	WEAPONS 10

DEPARTMENTS

COMMAND 01	ENGINEERING 02	MEDICINE 01
CONN 05	SECURITY 04	SCIENCE 01

ATTACKS

- **PHASED POLARON BEAM BANKS**: Energy, Medium, Damage 6, Intense, Piercing
- **DISRUPTOR CANNON:** Energy, Close, Damage 7, Intense
- **PHOTON TORPEDOES**: Torpedo, Long, Damage 5, High Yield
- **TRACTOR BEAM (STRENGTH 2)**

TALENTS

- **ANTI-CLOAK SENSORS:** Dominion vessels are fitted with antiproton beam scanners and long-range tachyon scanners, that allow them to reliably detect cloaked vessels. Dominion vessels may always attack cloaked ships, though the Difficulty of attacks against a cloaked ship increases by 1.
- **IMPROVED IMPULSE DRIVE:** See page 223.
- **IMPROVED REACTION CONTROL SYSTEM:** See page 224.

JEM'HADAR BATTLECRUISER

A powerful warship capable of subjugating planets or standing in battle against the starships of most opponents.

CREW QUALITY: Talented (Attribute 10, Department 3)

TRAIT: Dominion Warship

SCALE: 6 **RESIDENCE:** 6

SHIELDS (23): ☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐

SYSTEMS

COMMS 09	ENGINES 09	STRUCTURE 12
COMPUTERS 08	SENSORS 10	WEAPONS 12

DEPARTMENTS

COMMAND 03	ENGINEERING 02	MEDICINE –
CONN 02	SECURITY 05	SCIENCE 01

ATTACKS

- **PHASED POLARON BEAM ARRAY**: Energy, Medium, Damage 9, Intense, Piercing, Area **or** Spread
- **PHOTON TORPEDOES**: Torpedo, Long, Damage 6, High Yield
- **TRACTOR BEAM (STRENGTH 5)**

TALENTS

- **ADVANCED TRANSPORTERS:** See page 219.
- **ANTI-CLOAK SENSORS:** Dominion vessels are fitted with antiproton beam scanners and long-range tachyon scanners that allow them to reliably detect cloaked vessels. Dominion vessels may always attack cloaked ships, though the Difficulty of attacks against a cloaked ship increases by 1.
- **BACKUP EPS CONDUITS:** See page 220.
- **HIGH-INTENSITY ENERGY WEAPONS:** See page 223.
- **IMPROVED POWER SYSTEMS:** See page 223.
- **RAPID FIRE TORPEDO LAUNCHER:** See page 225.

.:CHAPTER 11.4

CREATURES

BERENGARIAN DRAGON

MAJOR NPC

A huge animal more than 200 meters in length from nose to tail-tip, the dragons of Berengaria VII are capable of flight and breath fire. Their scale colors tend to vary from lavender to purple to violet.

TRAITS: Berengarian Dragon, Flying, Massive, Animal

VALUES: Arboreal hunter, Pays small creatures little heed

FOCUSES: Hunting, Melee, Observation

PERSONAL THREAT: 8 **PROTECTION:** 4

ATTRIBUTES

CONTROL 10	FITNESS 12	PRESENCE 10
DARING 12	INSIGHT 05	REASON 04

DEPARTMENTS

COMMAND 03	ENGINEERING –	MEDICINE –
CONN –	SECURITY 02	SCIENCE –

ATTACKS

- **Claws:** Melee, Deadly 4, Size 1H, Area
- **Bite:** Melee, Deadly 5, Size 1H, Debilitating, Piercing
- **Fire Breath:** Ranged, Deadly 3, Size 1H, Area

SPECIAL RULE

- **MASSIVE:** The Berengarian Dragon is massive. It must suffer three Injuries before it is defeated.

MOOPSY

NOTABLE NPC

Deceptively cute, the moopsy is actually a terrifying predatory creature that bites its prey and injects venom that dissolves bone. It then slurps up the prey's skeletal slush.

TRAITS: Moopsy, Deceptive, Small, Venomous

VALUE: Moopsy!

PERSONAL THREAT: 3

PROTECTION: 0

ATTRIBUTES

CONTROL 03	FITNESS 03	PRESENCE 06
DARING 05	INSIGHT 05	REASON 03

DEPARTMENTS

COMMAND –	ENGINEERING –	MEDICINE –
CONN –	SECURITY 02	SCIENCE –

ATTACK

- **Venomous Bite:** Melee, Deadly 4, Size 1H, Intense, Piercing

SPECIAL RULE

- **BONE-DISSOLVING VENOM:** When the moopsy successfully injures a living being, it injects a lethal venom that dissolves the being's skeletal system.

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MUGATO

NOTABLE NPC

Native to Neural, mugato are powerful, white-furred creatures with a large horn on their head and a venomous bite. In some regions, they are known as gumato, mugutu, mogatu, or muguto.

TRAITS: Mugato, Venomous, Animal

VALUE: Territorial hunter

FOCUSES: Melee, Tracking

PERSONAL THREAT: 3 **PROTECTION:** 1

ATTRIBUTES

CONTROL 06	FITNESS 11	PRESENCE 10
DARING 08	INSIGHT 04	REASON 06

DEPARTMENTS

COMMAND –	ENGINEERING –	MEDICINE –
CONN –	SECURITY 02	SCIENCE –

ATTACKS

- **Claws:** Melee, Deadly 3, Size 1H, Intense
- **Bite**: Melee, Deadly 4, Size 1H, Cumbersome, Debilitating

SPECIAL RULE

- **VENOMOUS:** After successfully biting an enemy, a mugato may spend 1 Threat to inject them with venom. This creates a *Poisoned* Injury, and the creature remains defeated until a cure for the poison is found.

NEURAL PARASITE

MINOR NPC

Neural parasites are small creatures that attach themselves to targets and take over the host body, inducing insanity and then death. Neural parasites are migratory, and have been encountered in a number of locations across the Galaxy, including Deneva, Levinius V, and Ingraham B.

TRAITS: Neural Parasite, Limited Flight, Animal

PERSONAL THREAT: 0 **PROTECTION:** 0

ATTRIBUTES

CONTROL 09	FITNESS 08	PRESENCE 05
DARING 04	INSIGHT 04	REASON 06

DEPARTMENTS

COMMAND 01	ENGINEERING –	MEDICINE –
CONN –	SECURITY 01	SCIENCE –

ATTACK

- **Unarmed Strike:** Melee, Stun 2, Size 1H

SPECIAL RULE

- **ATTACH:** When a neural parasite makes a melee attack, it attaches itself to its victim rather than inflicting an Injury. If it succeeds, it fuses with the creature's nervous system and takes control of it.

SEHLAT

NOTABLE NPC

Native to Vulcan, sehlats are large predatory creatures with fangs and claws, and are generally light brown to dark gray in color. They are fearsome in the wild, but can be domesticated up to a point.

TRAITS: Sehlat, Desert Predator, Animal

VALUE: Territorial hunter

FOCUSES: Melee, Stealth

PERSONAL THREAT: 3 **PROTECTION:** 2

ATTRIBUTES

CONTROL 08	FITNESS 12	PRESENCE 09
DARING 11	INSIGHT 06	REASON 02

DEPARTMENTS

COMMAND 02	ENGINEERING –	MEDICINE –
CONN –	SECURITY 03	SCIENCE –

ATTACK

- **Claws and Teeth:** Melee, Deadly 4, Size 1H, Intense, Debilitating

TALARIAN HOOK SPIDER

MINOR NPC

Found in warm environments, Talarian hook spiders are small arachnids with legs a half-meter in length.

TRAITS: Talarian Hook Spider, Lurking, Arachnid

PERSONAL THREAT: 0 **PROTECTION:** 1

ATTRIBUTES

CONTROL 10	FITNESS 08	PRESENCE 02
DARING 07	INSIGHT 02	REASON 04

DEPARTMENTS

COMMAND 01	ENGINEERING –	MEDICINE –
CONN –	SECURITY 03	SCIENCE –

ATTACKS

- **Hooks:** Melee, Stun 3, Size 1H
- **Bite:** Melee, Deadly 4, Size 1H, Intense

SPECIAL RULE

- **WEB:** As a major action, a hook spider can fill its zone with sticky webbing. This makes the zone difficult terrain with a cost of 1, or adds 1 to the cost of any existing difficult terrain.

TARG

MINOR NPC

Native to Qo'noS, targs are cultivated as livestock or pets, though wild targs are hunted for their meat and milk.

TRAITS: Targ, Stubborn Beast, Animal

PERSONAL THREAT: 0 **PROTECTION:** 0

ATTRIBUTES

CONTROL 04	FITNESS 11	PRESENCE 08
DARING 10	INSIGHT 05	REASON 02

DEPARTMENTS

COMMAND 02	ENGINEERING –	MEDICINE –
CONN –	SECURITY 02	SCIENCE –

ATTACK

- **Tusks:** Melee, Stun/Deadly 3, Size 1H)

SPECIAL RULES

- **RUSH:** As a major action, a targ may charge at an enemy within Medium range. The targ moves to any adjacent zone, and makes a melee attack against the chosen enemy. If the attack hits, the enemy is also knocked prone.

TRIBBLE

MINOR NPC

Tribbles are small, furry life-forms native to the plant Iota Geminorum IV. They make soft, calming, purring sounds when touched, and breed at an alarming rate. When close to Klingons, tribbles emit a high-pitched shriek.

TRAITS: Tribble, Animal

PERSONAL THREAT: 0 **PROTECTION:** 0

ATTRIBUTES

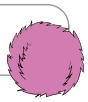
CONTROL 04	FITNESS 04	PRESENCE 09
DARING 08	INSIGHT 06	REASON 06

DEPARTMENTS

COMMAND –	ENGINEERING 01	MEDICINE –
CONN –	SECURITY –	SCIENCE 01

ATTACK

- None



SPECIAL RULE

- **KLINGON DISDAIN:** A tribble's reaction is strong enough to automatically detect the presence of a Klingon—even one disguised or surgically altered—within Close range, while a disguised Klingon must attempt a **Control + Command** task with a Difficulty of 2 to mask their disgust at the tribble's presence.

STAR TREK ADVENTURES

PERSONNEL FILE

NAME

PRONOUNS

RANK

ASSIGNMENT

CHARACTER ROLE

REPUTATION

SPECIES & TRAITS

ENVIRONMENT

UPBRINGING

DETERMINATION

RESISTANCE

STRESS

CAREER PATH

EXPERIENCE

CAREER EVENT 1

CAREER EVENT 2

ATTRIBUTES

CONTROL | FITNESS | PRESENCE

DARING | INSIGHT | REASON

DEPARTMENTS

COMMAND | ENGINEERING | MEDICINE

CONN | SECURITY | SCIENCE

VALUES

SPECIES ABILITY

TALENTS

FOCUSES

PASTIMES

SPECIAL RULES

ATTACKS

OTHER EQUIPMENT

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STAR TREK ADVENTURES

▷ STARSHIP REGISTRY ENTRY

REGISTRY

DATE ENTERED SERVICE

REFITS

NAME

RESISTANCE

MISSION PROFILE

SERVICE RECORD

SCALE

CREW SUPPORT

TRAITS

SYSTEMS

COMMS
BREACHES

ENGINES
BREACHES

STRUCTURE
BREACHES

COMPUTERS
BREACHES

SENSORS
BREACHES

WEAPONS
BREACHES

DEPARTMENTS

COMMAND

ENGINEERING

MEDICINE

CONN

SECURITY

SCIENCE

SMALL CRAFT READINESS

SHIELDS

SHUTTLEBAY

ATTACKS

SPECIAL RULES

TALENTS

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NAME

▷ PERSONAL LOG

ENTRY NO.	ADVENTURE TITLE AND MISSION DESCRIPTION	VALUES OR DIRECTIVES USED	NOTES

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CANON SCREEN TIMELINE

2151-2154 *Star Trek: Enterprise*

2256-2258 *Star Trek: Discovery (seasons 1 & 2)*

2259-? *Star Trek: Strange New Worlds*

2265-2269 *Star Trek*

2269-2270 *Star Trek: The Animated Series*

EARLY 2270S (7410.2) *Star Trek: The Motion Picture*

2285 (8130.4) *Star Trek II: The Wrath of Khan*

2285 (8210.3) *Star Trek III: The Search for Spock*

2286 & 1986 (8390) *Star Trek IV: The Voyage Home*

2287 (8454.1) *Star Trek V: The Final Frontier*

2293 (9521.6-9715.5) *Star Trek VI: The Undiscovered C*

PRIME UNIVERSE TIMELINE

2063 (April 5)
Zefram Cochrane launches the Phoenix; man achieves faster than light flight. First contact with Vulcan.

2153 (March)
Earth is attacked by a Xindi probe, killing seven million people.

2154 (November)
Alliance between Humans, Vulcans, Andorians, and Tellarites formed in response to Romulan attacks.

2156-2160
Earth-Romulan War.

2161 (August 12)
The United Federation of Planets founded in San Francisco on Earth.

2256-2257
Federation-Klingon War.

2258 (1050.8–1051.8)
U.S.S. Discovery lost with all hands during battle with the Control AI.

2267
First contact with the so-called Mirror Universe.

2293 (9521.6–9529.1)
Klingon moon, Praxis, explodes. Khitomer Accords signed bringing peace between the Federation and Klingon Empire.

2344
U.S.S. Enterprise-C lost defending a Klingon colony at Narendra III; cementing the Federation/Klingon Alliance.

TERRAN UNIVERSE TIMELINE

PRE-2063
Terran Empire reaches Luna.

2063 (April 5)
First Contact with Vulcan after the launch of the Phoenix results in the Terran Empire killing the Vulcans and seizing their ship.

2063-2155
The Terran Empire conquers the Vulcans, Tellarites, Andorians, Denobulans, and Orions.

2155
Hoshi Sato declares herself Empress of the Terran Empire after an encounter with the U.S.S. Defiant from the Prime Universe.

STAR TREK™

Country

2293 & 2371 (48650.1)
Star Trek Generations

2364-2370
Star Trek: The Next Generation

2063 (April 4-5) & **2373** (50893.5)
Star Trek: First Contact

2369-2375
Star Trek: Deep Space Nine

2375
Star Trek: Insurrection

2371-2378
Star Trek: Voyager

2379 (56844.9)
Star Trek: Nemesis

2380-?
Star Trek: Lower Decks

2383-?
Star Trek: Prodigy

2399-2402
Star Trek: Picard

3189-?
Star Trek: Discovery (seasons 3-5)

2367 (44002.3)
Battle of Wolf 359 against the Borg with a loss of 39 ships and 10k+ personnel.

2367-2368
Klingon Civil War.

2269 (46379.1)
Bajoran wormhole discovered.

2371 (48315.6–48317)
U.S.S. Voyager is lost in the Badlands and presumed destroyed.

2371
First contact with the Dominion.

2373-2375
Dominion War.

2378 (54973.4)
U.S.S. Voyager returns to Earth.

2385 (April 5)
Attack on Mars.

2387
Romulus is destroyed by Hobus supernova.

27TH CENTURY
Various dates past, present, and future:
Temporal Cold War.

UNKNOWN
The Romulan and Vulcan peoples reunite and cohabitate Vulcan, which they rename Ni'Var.

3069 (approximate)
The Burn disaster.

3189-3190S
U.S.S. Discovery emerges from the 23rd century.

The Emerald Chain criminal syndicate collapses.

The revitalized Federation encounters Species 10-C.

2257
The U.S.S. Discovery, under Terran Captain Gabriel Lorca, is brought to the mirror universe with the use of its spore drive. Lorca is killed and Emperor Georgiou travels with the crew of U.S.S. Discovery back to the Prime universe.

2267
Several Prime Universe crew members of the U.S.S. Enterprise accidentally arrive on board the I.S.S. Enterprise where Kirk encourages Mirror Spock to begin a revolution.

2267-2270
As a result of Spock becoming commander in chief and enacting reforms, Earth is not equipped to fight the Klingon-Cardassian Alliance.

2371-2375
The Terran Rebellion scores major victories with some help from Captain Sisko of the Prime Universe. The rebels capture Regent Worf of the Klingon-Cardassian Alliance.

SPACE, THE FINAL FRONTIER...

"THERE'S NO SUCH THING AS THE UNKNOWN—ONLY THINGS TEMPORARILY HIDDEN, TEMPORARILY NOT UNDERSTOOD."

– CAPTAIN JAMES T. KIRK

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